A BILLION SUNS

Interstellar Fleet Battles

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OSPREY
WARGAMES

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MIKE HUTCHINSON

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Introduction

As the three frigates bearing the Oxius Incorporated logo pinged his vicinity, searching for a lock with their primary weapon systems, Rufus spat his now tasteless caffgum into his cold mug and considered his options. This rattlecan recon ship and he had struck paydirt four times now, and each time he had escaped with his life, and claim, intact.

This yet-to-be-named system contained a class 4 planet, and would be worth trillions of credits to one of the big terraforming firms, not even accounting for the three iron-rich asteroid belts. To file his claim with the Registry, he'd have to outrun these warships for six jump-hops back to Sidaris XI, and the likelihood of them getting reinforcements was near certain.

A little bell lit up in the top right of his heads-up display. He did not recognise the sender's icon. "Your situation looks unfavourable. May we make you a proposition?" The deal in the attached term sheet was crooked, but what choice did he have? He fired off a curt reply, and seven china-white cruisers snapped into reality above his aggressors. Time to make himself scarce.

Timeline

1969: *Apollo 11*, first manned Moon landing.
1976*: Ares I*, first manned Mars landing.
1991: Martian Secession from Earth.
2035: First Martian Corp War. Both *Yikker* and *LexiCorp* somehow emerge richer.
2048: *Ceres Pure Water* establishes operations in the asteroid belt.
2082: Europa I colony established by *Viridis Habitats*.
2189: The Rhexis appears and the μ-jump drive is reverse-engineered.
2299: *Hale*, first extrasolar colony world established by *YouSpace Exohomes*.
2663: *Oxius Inc.* successfully terraforms its thousandth colony world.
3120: Present day. Close to a billion stars have been registered and claimed.

The Rhexis

After 200 fractious years of interplanetary life within the Sol system, an opaque bubble of agitated space-time several hundred kilometres in diameter appeared in a high orbit of Jupiter. Battle fleets from two warring alien species arrived within minutes to claim it but the Jovian Syndicate had other ideas, issuing a system-wide exceptional defence contract. The ensuing battle lasted just 16 hours. Having shown our first extrasolar visitors a rapacious welcome, we set about dismantling and reverse-engineering their damaged ships, starting with their FTL engines.

The Registry

The acquisition of the μ-jump technology triggered a stampede into the galaxy, unceasing now for nearly a thousand years. The Registry – a de-centralised and distributed ledger of all human activity, transactions, property and people – constantly chatters with claims to newly registered systems and planets as both space-faring corporations and entrepreneurial individuals rush to exploit this new interstellar frontier.

The total registered human population is rapidly approaching 900 trillion, spread across nearly a hundred thousand worlds. Humanity continues to explode outwards: surveying, developing, colonising and consuming without pause.

"This system is the registered property of XOStellar. Desist operations immediately or we will be forced to respond."

The Corporations

From the comparative stability of the Core Systems to the lawless Fringe, few hold as much influence and power in the private enterprise of galactic expansion and colonisation as the executives of the interstellar mega-corporations.

Elevated by breeding or by preferment, these men and women are ruthless and calculating without equal, their actions coolly optimised to maximise corporate yield. In defence of their interests, fleets of warships obey them without question. In pursuit of profits, planets and their populations are assets to be disposed of without hesitation, in service to their endlessly chattering margin-optimisation algorithms.

In the silent void above the boiling oceans of a billion suns, CEOs command colossal fleets of titanic starships and monstrous industrial apparatus, competing for influence, dominance and profit. Deals are brokered at the speed of light, often in the middle of interstellar combat, and reneged upon milliseconds later. Fortunes change hands even as battleships exchange fire. The future belongs to the ruthless.

What Is This Book?

A Billion Suns is a tabletop science-fiction miniatures wargame of interstellar combat for 2–4 players. Each player commands a fleet of mighty battleships, sleek destroyers and agile fighters as they join a mad gold rush to claim the new frontier of humanity's conquest of the stars.

When combined with some spaceship miniatures, a tape measure, a deck of playing cards and some dice, this rulebook provides everything you need to play exciting and tense tabletop games of interstellar exploration and combat.

Basic Training

> *Welcome to basic training, {{first_name}}. Press key to [S]tart, or s[K]ip this simulation.*

Here's a quick tutorial to familiarise you with the basics of *A Billion Suns* and get you forging a galaxy-spanning mega-corporation in no time. This tutorial will introduce a number of game terms that are explained in detail later in this rulebook. It is intended to give you a broad sweep of the game and how it flows, to make the rules more meaningful when you read them.

Tutorial: Set Up

This tutorial walks through the start of a Scale 2 game (don't worry what this means yet) with you as the only player (referred to as a CEO). Start by splitting your play area (whatever size or shape play area you have in front of you) into two halves, using string, tape or a line of pens. These halves are your two "tables".

You have been issued a Demolition Contract by the local system AI. Place one space station (referred to as a facility) on each of the tables, anywhere you like. As this is a Scale 2 game, these two space stations represent quite small installations. Destroying these two facilities is your objective. You can find the statistics for facilities on page 36.

In this game, the first facility you destroy is worth 1 credit, and the second, 2 credits. This means there are only 3 credits in revenue (your victory points in this game) up for grabs. (Normally you would have more players and more contracts in play, increasing the available revenue significantly).

We are set up and ready to start the first game round.

Tutorial: Command Phase

The first phase of every round is the Command Phase. Grab a Command Helm (which you can find in the back page of this rulebook, or on the Osprey Games website). Place three CMD (Command) tokens (you can use gaming gems or scavenged board game tokens) in the Jump In area of the helm, and two more into the Tactical area of the helm.

Tutorial: Jump Phase

The second phase in each round is the Jump Phase. In this phase, CEOs take turns to spend CMD tokens from their helm to place jump points and jump in battlegroups.

Let's place our first Jump Point. Discard one of the CMD tokens in your Jump In command slot and place a gaming gem anywhere on either table, ideally about 8" from the facility.

Now, let's deploy our first battlegroup. Take a look at the ship classes on page 11. We know destroying both facilities will earn us 3 credits, so we don't want to spend more than that to get the job done, and ideally less if we want to walk away with a profit.

Looking at what we can afford with less than 3 credits, we could consider the Recon Wing, but is it not very effective offensively. We could consider the Medium Utility Ship, as the facilities are stationary objects and therefore can be targeted by the Medium Utility Ship's mining laser (see page 24). However, because this game is Scale 2, these little space stations only have a Silhouette of 2. This makes them pretty difficult targets for the mining laser, which would need to roll a 2 or under on a D12 to hit (see *Silhouette*, page 11).

Let's declare that we are jumping in a battlegroup containing a single Fighter Wing. We spend 2 credits to requisition a Fighter Wing, recording this new debt using the Credits tracker on our Helm (see page 16), and discard a CMD token from the Jump In command slot to jump it in.

To deploy the Fighter Wing, place a single stand of starfighters anywhere within 6" (our jump range) of our jump point. Make sure the Fighter Wing is pointing towards the facility on this table, so that we can target it with an Engage order in the next phase.

With our final CMD token in Jump In, let's place another jump point anywhere on the second table. We'll make use of that next round.

Tutorial: Tactical Phase

There is only one battlegroup in play, so guess who's activating first in the Tactical Phase? When a battlegroup activates, it first has to be given an order. In this case, our mission is to destroy the facility in our sights, so we issue the Fighter Wing with an Engage order and select the facility as its Engage Target.

Next, we move the Fighter Wing. A move action allows us to pivot the Fighter Wing by any amount, then move it in a straight line forward up to its Thrust value of 6". Make sure you end within 6" of the facility if you can, as the Fighters' auto blasters have a range of 0–6" (see *Weapon Systems,* page 24).

Tutorial: Passive Fire

Unfortunately, the facility does not stand idly by while you attempt to eliminate it. Because you are within 6" of the facility and it has Auxiliary weapon systems with a range of 0–6" (see *Facilities,* page 36), the facility makes a passive attack against you before you get a chance to make your attacks.

Roll 1D6 (one, regular 6-sided dice) for the attacks, as this is the attack dice value of a facility in a Scale 2 game. Any attack die that scores 3 or lower hits, as a Fighter Wing has a Silhouette of 3. Any die that score a 1 are criticals, and count as two hits.

Fighter Wings have no shields, so any hit results in one damage token being placed on the battlegroup. This is because the damage value of the facility's auxiliary weapon systems is 1. The Fighter Wing's Silhouette is 3, so it is destroyed and removed from play when it receives its third damage token.

Tutorial: Attack Step

Assuming our fighters survive the incoming wall of defensive fire, we can make our active attacks. We target the facility with our auxiliary weapon systems.

Roll 3D6 to attack, as this is the attack dice value of the Fighters' Auto Blasters. As the facility has a Silhouette of 2, any attack die that scores a 2 or lower is a hit, and any rolls of a 1 count as two hits. If any of your dice miss, you may re-roll them once thanks to your Engage order. If the re-rolls miss too, you can discard one or both of the CMD tokens in your Tactical area of you helm to re-roll one die for each token you discard.

Count up the total number of hits. The facility has a Shields value of 1, so roll a number of D6 (the same type of dice used in the attack) equal to the number of hits and discard any die that rolls a 1. Each die remaining causes 1 damage token to be placed on the facility. Because the facility's Silhouette is 2 in this game, it is destroyed when it receives two damage tokens.

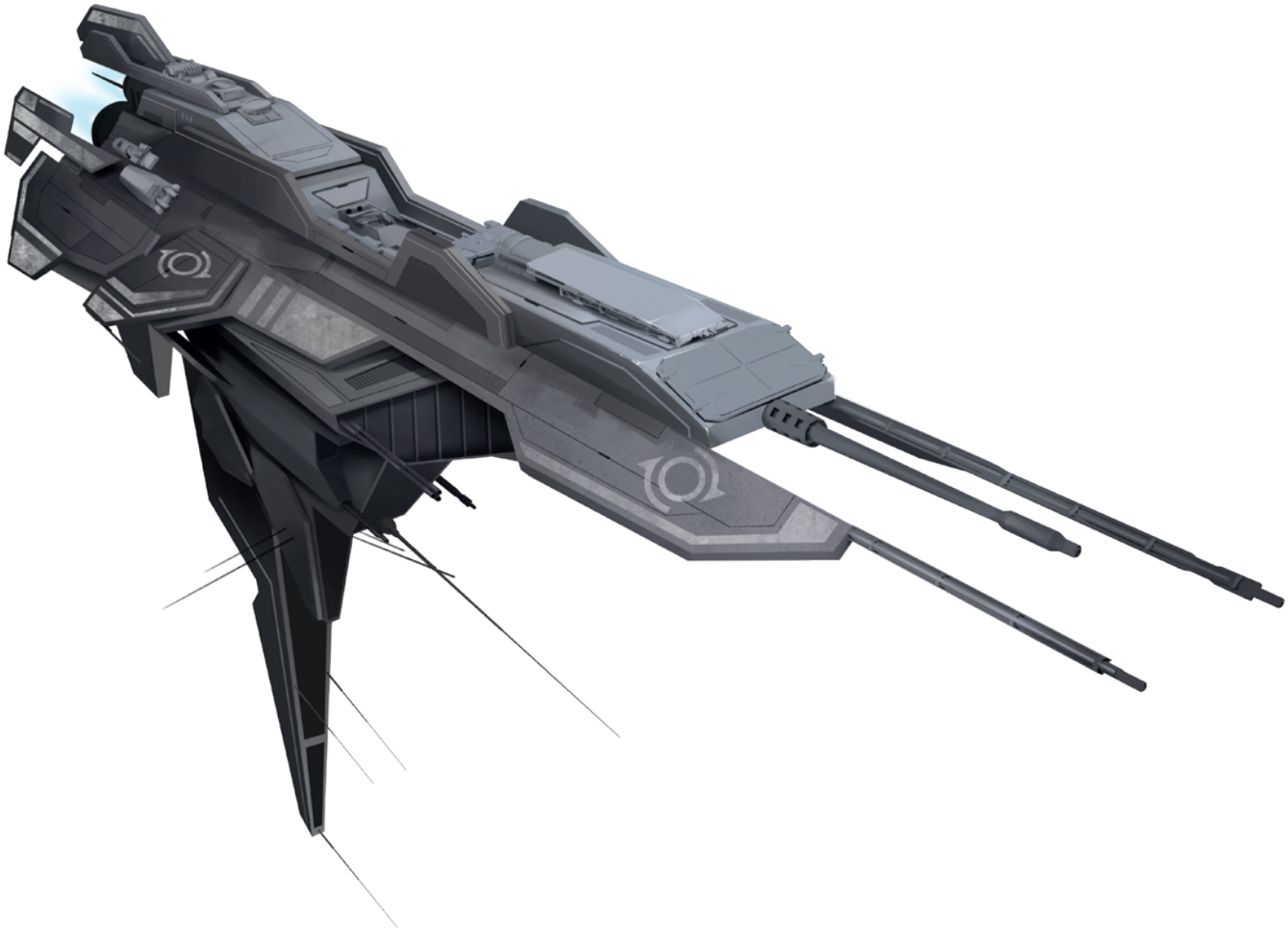
That's the end of the first round.

Tutorial: Round Two

Assuming you survived the first facility's passive fire and destroyed it with your active attacks, you need to go hunting the second facility.

Check out the rules for Jump Point Hopping (see page 31) to allow you to jump-hop your Fighter Wing from one table to the other, and you might want to consider the Red Alert order (see page 20) if your fighters suffered any damage in round 1.

Now that we have sketched out the rough shape of the game, we leave the tutorial at this point and dive into the rules proper. Welcome to the rat race, Junior!



What You Need To Play

A Billion Suns is a tabletop wargame for 2–4 players, whom we refer to as CEOs throughout this rulebook. Each CEO commands a fleet, made up of battlegroups of ships.

To play you need the following:

- One or more flat surfaces to play on
- Miniatures or counters to represent your spaceships
- A handful of D6, D8, D10, and D12 dice
- A single pack of standard playing cards
- A selection of tokens, gaming gems, or spare dice
- A measuring tape in inches
- A command helm for each CEO

Play Area(s)

You need one or more flat surfaces to play *A Billion Suns* across.

A Billion Suns is designed to be played across multiple tables at once. It might seem weird at first, but playing with multiple opponents across multiple tables creates a joyously chaotic deep space gaming experience. It is one of the unique elements of *A Billion Suns* and shouldn't be house-ruled out if you want to experience the game at its best.

Before the start of the game, the CEOs will need to agree on which flat playable surfaces will count as "tables" for the game. The number of tables required is determined by the contracts.

It's not as difficult to set up multiple tables as it might sound. You could play across the kitchen table, a kitchen counter and a flat-seated chair. You could take a normal wargaming table and use masking tape or string to split it up into halves or quarters. If you normally use a number of smaller boards to make up a larger gaming table; just pull the board sections apart an inch or so.

A Billion Suns is designed to be flexible to the size and shape of each play area. There is no standard size for any of the tables. The game works perfectly on any size or shape of tables.

Miniatures

A Billion Suns is designed to be played with spaceship miniatures of any scale, from any manufacturer, mounted on any shape or size of base. During play, ship bases are ignored for the purposes of measuring.

If you don't have any spaceship miniatures to hand, you can find a great variety of paper spaceship counters available online to download and print.

Dice

Like any self-respecting game, you need a selection of funny-shaped dice to play *A Billion Suns*. You'll want to have a handful of six- (D6), eight- (D8), ten- (D10) and twelve- sided (D12) dice nearby to share between the CEOs.

A Billion Suns does not use D4. They are gross.

If a D3 is required, roll a D6 and halve the result, rounding up.

Cards

You need a standard deck of playing cards to create the contracts that the CEOs will be attempting to fulfil to win the game. You don't need the jokers, just the four suits.
See *Contracts*, page 38.

Contracts sometimes need a variety of different token types. Don't stress about having a matching token design for every variety of token. You can just use different coloured gems, dice or tokens salvaged from other games. As long as all the CEOs know which tokens represent what during a particular game, you'll be fine.

Tokens

You need tokens to represent the following:

- CMD tokens
- Damage tokens
- Jump points
- Assorted other tokens for contracts

Measuring Device

You should have at least one measuring device (measuring tape, ruler, etc.) available for the CEOs to share. Ideally, each CEO will have one of their own. All measurements are in inches, so it should be marked in inches (at a pinch, 2.5 centimetres is close enough to an inch that it won't make a difference).

Spaceships

Ships

The CEO-controlled miniatures in *A Billion Suns* are referred to as ships, whether the actual miniature represents a single large vessel or several smaller craft mounted on a single base.

Each ship has a Position and a Heading, and ships are always arranged into battlegroups during play.

CEOs do not select their fleets in advance. Rather than creating an "army list" before the game starts, CEO select and deploy ships during play, as the tactical situation emerges.

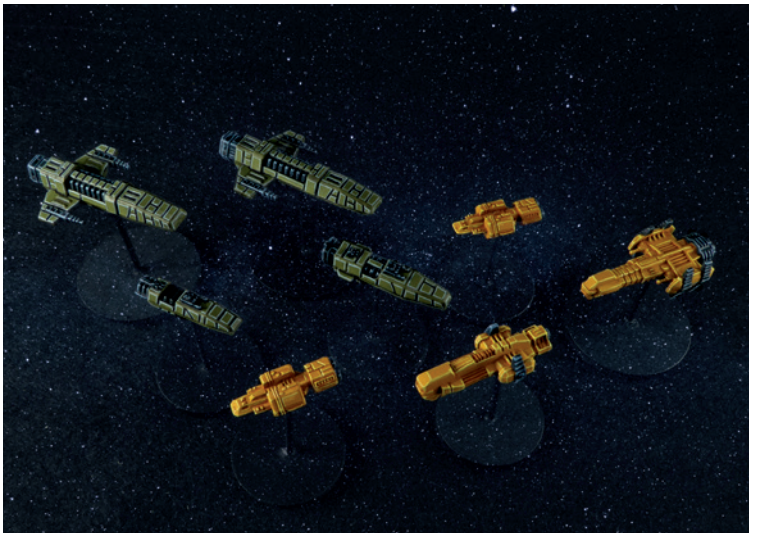
Position

A ship's Position is the location of the centrepoint of the model's base, or the centrepoint of the model if it has no base. No two ships may ever share the same position.

Heading

A ship's Heading is the direction the model is pointing. While spaceships can have any number of weird and exotic designs, it must always be clear in which direction the ship is facing, for the purposes of determining its heading. If it isn't obvious from the shape of the miniature, you might make a little mark on the model's base to indicate its heading.

"System appears clear. Belay that, μ-space signatures detected."



Battlegroups

All the ships in a fleet are composed into battlegroups. A single battlegroup may contain up to five ships, of only one class. The ships in a battlegroup activate together.

Battlegroups are defined by the following statistics:

Ship Class

Each battlegroup has a ship class, which defines the rest of the statistics for the battlegroup and the ships within it.

The standard ship classes provide a broad array of tactical roles. Each is described by a set of statistics arranged into a profile.

Ship Classes

Ship Class Table							
Ship Class	**Cost**	**Mass**	**Thrust**	**Silhouette**	**Shields**	**Primary Weapons**	**Auxiliary Weapons**
Recon Wing	1	0	10″	2	0	Light Blasters	-
Fighter Wing	2	0	6″	3	0	-	Auto Blasters
Bomber Wing	3	0	4″	3	0	Torpedoes	-
Light Utility Ship	1	1	4″	4	1	Light Blasters	-
Gunship	3	1	6″	4	1	Blasters	Blasters
Corvette	5	2	10″	5	2	Turbo Blasters	Blasters
Medium Utility Ship	2	2	4″	5	3	Mining Laser	-
Monitor	10	2	3″	5	3	Heavy Railguns	-
Frigate	7	2	4″	6	4	Light Railguns	Turbo Blasters
Destroyer	12	3	3″	6	3	Cruise Missiles	Turbo Blasters
Carrier	15	3	3″	7	5	-	-
Cruiser	30	3	3″	8	6	Macro Beam	Defense Grid
Battleship	40	3	2″	10	5	Planet Smasher	Defense Grid

Visit the A Billion Suns *official website to download a quick reference card for these ship classes, including the weapon stats.*

Cost
The cost in Credits to requisition each ship of this class into its battlegroup.

Mass
A broad description of the size and bulk of the ships in this battlegroup.

Throughout the rules, when you see the icon Ⓜ, replace it with the numerical value of the Mass of the battlegroup's ship class, referred to as the battlegroup's Mass.

A battlegroup's Mass is the number listed on the profile of its ship class, not the sum of all the mass of each of the ships in the battlegroup.

Occasionally, a rule will refer to "the combined Ⓜ of ships" in an area, in which case sum the Ⓜ of each ship individually to form a total.

Thrust
The maximum number of inches a ship in this battlegroup may move in a single move ahead action.

Occasionally, when encountering the Ⓜ icon, it may be unclear which battlegroup's Mass to apply; for example when a ship is causing jump shock or exploding. As a general rule, use the Mass of the battlegroup that is actively doing the thing (exploding, jumping), rather than the battlegroup having the thing done to them.

Silhouette
Silhouette represents both the physical size of the ships as well as the brightness of their energy signatures. The larger and "louder" the ship, the easier it is for enemy vessels to track, target and hit it but the more punishment it can withstand.

A battlegroup's Silhouette value is the highest roll on any attack die that is considered a hit, as well as the maximum number of damage tokens the battlegroup can have assigned before a ship is removed from play.

Shields
Almost all larger ship types are equipped with kinetic field generators, used to absorb and disperse the energy of incoming attacks. A battlegroup's Shields value indicates the strength and sophistication of the defensive shields these ships possess.

A battlegroup's Shields value determines the highest die roll that counts as a successful saving throws when defending against attacks.

Weapon Systems
The kind of weapons the ships in this battlegroup are carrying and in what quantity. Weapon systems have a Range (minimum and maximum), a number and type of Attack Dice, and a damage value. Statistics for the various weapon types can be found on page 24.

Core Concepts

Dice Rolling
Lower numbers are better when rolling dice in *A Billion Suns*.

Re-rolls
Some game effects can allow dice to be re-rolled. Dice may be re-rolled any number of times. Dice may be re-rolled even if they are already a Success or a hit. You must use the new result. A CEO may only re-roll their own die rolls.

Duds
If a die rolls its highest possible face value, (6 on a D6, 8 on a D8, 10 on a D10, 12 on a D12), that dice result is a dud, even if a modifier would alter that result.

A die can never be modified to become a dud; only natural rolls can be duds.

For example, duds do not benefit from the Power to Weapon Systems modifier. Duds may be re-rolled if that option is available to the CEO.

A dud always counts as a failure, even if it is equal to or less than the number required for success.

Roll-Off
Whenever a roll-off is required, each CEO involved rolls a D12 and the CEO with the lowest result is the winner of the roll-off.

If CEOs are tied for lowest, the tied CEOs engage in new roll-offs until there is a winner. The winner of that subsequent roll-off wins the overall roll-off.
Roll-offs may not be re-rolled.

Why do we use D12s during roll-offs? Partly, it's a cool die and doesn't get rolled enough. Mostly, it provides the lowest chance of a tie, meaning the game moves that little bit faster.

Randomly Determined
When asked to randomly determine something, for example a battlegroup or a jump point, select a die type that is sufficient to cover the options, number the options and roll the die until you generate one of those options.

For example: if there are seven things to be randomly determined between, number the items 1 through 7, and roll a D8 until you get a number between 1 and 7.

Random determinations may not be re-rolled if they match one of the options.

Destroyers and Corvettes patrol the shipping lanes above Eventus III

Measuring Conventions
All distances are in inches. CEOs may pre-measure distances at any time.

- When measuring to and from a **ship**, all measurements are made to and from the centrepoint of the ship, never from the edge of the model or its base.
- When measuring to and from a **battlegroup**, measurements may be made from any ship in the battlegroup.

- When measuring the distance between **two battlegroups**, measurements may be made from any ship in the first battlegroup to any ship in the second battlegroup.
- When measuring to and from an **object** or **token**, measure to and from the centrepoint of the object or token.
- When measuring to and from a **planetoid** or **asteroid**, measure to and from the closest point on that object or its base, rather than the centrepoint.
- Measurements will never be made from one table to another table.

In & Out Of Play

If a ship or object is not destroyed and is currently on a table, it is in play. Otherwise, it is out of play.

Specific Rules

The text of a specific rule can conflict with the general rules. In case of a conflict, the text relating to the more specific circumstance overrides the more general rule.

Simultaneous Effects

If the effects of multiple rules would occur at the same time, the active CEO decides the order of resolution. If no CEO is currently active, roll off; the winner of the roll-off decides the order of resolution.

Scale

For your first game, we recommend a Scale 3 game.

Before each game of *A Billions Suns*, the CEOs must agree on the Scale of the game they'll play. This is a whole number between 1 and 10.

The larger the Scale of the game, the more Credits available for CEOs to gain. In general, the larger the Scale, the more ships CEOs are likely to deploy, the larger the ship classes that participate, and the longer the game takes.

Choosing the "right" number and type of ships to deploy, and at what stage of the game, is the tension at the heart of **A Billion Suns**. *Invest too heavily and you may not be able to earn enough revenue to get a positive return on your investment. Invest too meekly and you may not be able to compete effectively for even the small number of credits you need to cover your outlay.*

The Scale of the game affects a number of rules within the game, to ensure the game remains balanced regardless of its size. Throughout the rules, when you see the icon Ⓢ, replace it with the Scale value of your game.

Where a multiple of the Scale of the game is required, it is presented in the format 3Ⓢ (e.g. three times the Scale of the game). Where a proportion of the Scale of the game is required, it is presented in the format Ⓢ/2 (e.g. the game's Scale divided by two and rounded up). When dividing the Scale, always round up.

Credits

In the hyper-competitive war for corporate dominance across the vast depths of interstellar space, resources are utterly critical. Deploying ships costs you the very victory points you are seeking to capture and defend.

During the game, each CEO needs a way to track their current positive or negative Credits value.

On the CEO's Command Helm, (see *Command Helm*, page 16), you will find a tracker for your current Credits value. It uses two D10s, one to represent the "tens" and one the "units". Use these dice to track your current Credits, marking when you are in profit or deficit.

Each CEO's Credits tracker starts the game at zero.

When a CEO spends Credits, for example when requisitioning a new battlegroup, they reduce their Credits tracker by the required amount. See *Requisitioning a Battlegroup*, page 18.

When a CEO gains Credits, for example by earning revenue from an active contract, they increase their Credits tracker by the required amount. See *Revenue*, page 40.

Deficit

CEOs may take actions that put their Credits tracker into a negative number.

In the first round of a game, a CEO's tracker often moves into negative values when an upfront investment of Credits is needed to requisition the ships required to complete contracts. This is known as being in deficit. When a CEO is in deficit, mark the Credits tracker as in deficit and track Credits as a negative number.

"Pick up complete. On route to rendezvous point." Final transmission of the Oxius Frigate *Lavoisier*."

Profit

By focusing on the contracts, a CEO may earn enough revenue to eliminate their deficit and move into profit. When a CEO is in profit, mark the Credits tracker as in profit and track Credits as a positive number.

Don't Panic

A lot of things can happen in *A Billion Suns*. Occasionally, the exact interpretation, sequence, or timing of a situation might be unclear.

If a rules interaction is ever unclear, the CEOs should agree on two sensible interpretations, roll-off, and the winner of the roll-off decides which interpretation to apply.

Playing The Game

Note that there is no "deployment phase" during set up. CEOs begin the game with no ships in play.

This Playing The Game section outlines the round structure and provides the basic rules for deployment, movement, and shooting. More advanced rules are presented in the *Additional Rules* (see page 27) to provide additional colour and tactical interest.

The two sections, taken together, form the core rules of *A Billion Suns*. No rule in either section is optional except that, as with any wargame, your table, your rules.

Getting Set Up

To play a game of *A Billion Suns*, the CEOs agree to the Scale of the game, then generate three contracts for the game. Once the contracts are generated, one CEO is randomly determined to act as the System Administrator and sets up the required tables and objectives needed for the contracts. The first round then begins. See *Setting Up A Game*, page 41.

Round Structure

Each round in *A Billion Suns* consists of the Command Phase, Jump Phase, Tactical Phase, and End Phase, in that order:

1. Command Phase
2. Jump Phase
3. Tactical Phase, alternating activations:
   - 3.1 Issue Orders
   - 3.2 Movement Step
   - 3.3 Passive Attacks Step
   - 3.4 Jump Out Step
   - 3.5 Active Attacks Step
   - 3.6 Scan Step
4. End Phase

A battlegroup of destroyers scream towards the enemy.

Command Phase

In the Command Phase, CEOs simultaneously assign CMD tokens to command slots on their Helm card, which allow them to influence their fleet later in the round. See *Commands* on page 28.

At the end of the Command Phase, the CEOs roll-off to determine who has Initiative for the remainder of the round.

Command Helm

Each CEO is in command of a fleet of interstellar warships, auxiliaries, and utility ships. The CEO sits in their command centre aboard a vessel in the conflict, or perhaps in a corporate facility hundreds of light years away. This command centre is represented by the Helm card.

The Helm card has the following:

- Corporation Name
- Command Slots
- Credits Tracker

Each CEO needs a single Helm card. You may photocopy a Helm card from the back of this book, or download and print one from this game's website.

CMD Tokens

Each CEO starts each round with Ⓢ+3 CMD tokens. Each command token represents an amount of influence that the CEO can exert on their fleet this round.

At the start of the Command Phase, each CMD Token is placed in one of the three command slots on the CEO's Helm card: Seize Initiative, Jump In, or Tactical. During the End Phase, remove all CMD tokens from Command Helms.

Jump Phase

At the start of the Jump Phase, the CEO with Initiative selects a CEO, either themselves or a rival, to act first.

In the Jump Phase, CEOs spend CMD tokens to requisition and deploy jump points and battlegroups. CEOs do not need to select a fleet in advance, they select and deploy ships as the strategic situation emerges. See *Jumping* on page 17.

In the Jump Phase, beginning with the CEO selected to act first and proceeding clockwise, CEOs take turns to either spend a CMD token from their Jump In command slot or to pass.

The Jump Phase ends when no CEO has CMD tokens remaining in their Jump In command slot.

Jump

When it is their turn, a CEO may spend a single CMD token from their Jump In command slot to deploy either a single jump point or a single battlegroup.

Pass

When a CEO has an opportunity to deploy a jump point or battlegroup, they may spend a CMD token from their Jump In command slot to pass, rather than deploy something. Play passes to the next CEO.

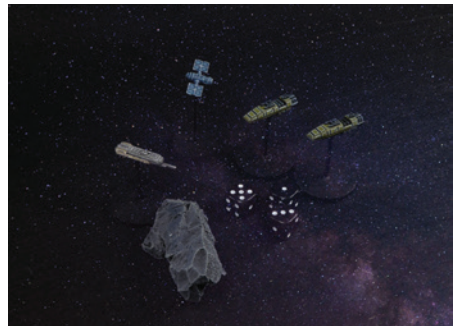
If a CEO has no remaining CMD tokens in their Jump In command during the Jump Phase, they must pass.

Tactical Phase

At the start of the Tactical Phase, the CEO with Initiative again selects a CEO to act first.

In the Tactical Phase, beginning with the CEO selected to act first and proceeding clockwise, CEOs take turns to activate a battlegroup, until each battlegroup in play has been activated exactly once.

When activated, a battlegroup is first given an order, which conveys some tactical benefit, and then moves, suffers passive attacks, and makes active attacks. A battlegroup might also scan an object or ship, or jump out if their CEO orders them to. See *Activations* on page 18.



A Gunship flies right into the primary fire arcs of the two corvettes guarding a ComSat.

End Phase

After all of the in-play battlegroups have activated once, there is an End Phase. Here, CEOs receive revenue from contracts and other effects may be resolved, then a new round begins.

Game End

The game ends if two or more contracts are exhausted at the end of a round. A contract is exhausted when no more points can be scored from it (see *Contracts*, page 38).

There is no round limit beyond that imposed by the exhausting of the contracts.

Victory

At the end of the game, the CEO with the highest Credits score is the winner. Ideally, they also ended the game in profit… Check the following table to find out how you performed:

Victory Table		
Highest Credits	**Positive Credits**	**Result**
Yes	Yes	Resounding success. You are up for a promotion.
Yes	No	Questionable victory. You have been placed on performance review by the board.
No	Yes	Acceptable loss. You are given the benefit of the doubt and retain your position.
No	No	Unacceptable performance. An unmitigated failure. You have been fired.

Jumping

CEOs begin the game with no ships in play. In the Jump Phase, CEOs take turns requisitioning and deploying jump points and battlegroups.

Jump Range

Jump Range is 6-Ⓜ". That is: six inches minus the mass of the battlegroup jumping in or out, or the mass of the jump point being placed.

Jump Points

A Jump Point should be represented on the tabletop by a token approximately 1" in diameter. All measurements to and from jump points are from its centrepoint.

Jump points are Stationary Objects with Mass 3, Silhouette 5, and Shields 2.

Operational Limit

A CEO may not have more jump points in play than the number of game tables plus one:

Jump Point Limit Table	
Number of Tables	**Maximum Number of Jump Points**
1	2
2	3
3	4
4	5

This means that if a CEO has all their jump points and ships wiped off a given table, they'll be unable to return to it, so be careful to defend your final jump point.

Deploying Jump Points

When deploying their first jump point of the game on a given table, a CEO may deploy that jump point anywhere on that table.

When deploying their second and subsequent jump points of the game on a given table, a CEO places the new jump point within its jump range (e.g. 3") of a friendly ship or a friendly jump point on that table.

When a CEO deploys a jump point, they may place a new one (up to their operational limit) or remove and redeploy a friendly jump point that is already in play. A single jump point may not be redeployed in this way more than once in a round.

A single table may have any number of jump points deployed on it.

You essentially have unlimited reinforcements in **A Billion Suns**. *As long as you are prepared to pay for them again, you are free to requisition and deploy previously destroyed miniatures as new battlegroups later in the game.*

Requisitioning a Battlegroup

In order to deploy a battlegroup, you must first requisition it. Remember that a battlegroup consists of up to five ships, all of the same ship class.

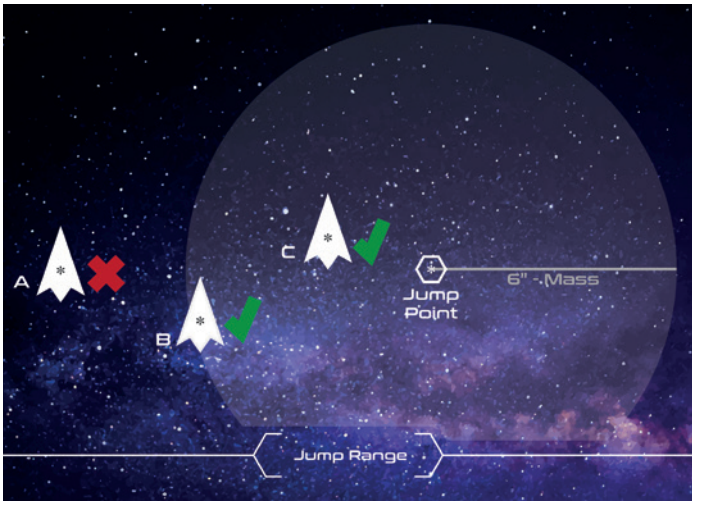
To requisition a battlegroup, decrease your Credits by the combined cost of all the ships in the battlegroup. See *Credits*, page 14.

For example, a battlegroup containing a single Gunship costs 3 credits to requisition; a battlegroup containing three Gunships costs 9 credits.

Deploying a Battlegroup

Once requisitioned, a battlegroup is deployed.

To deploy a battlegroup, select a friendly jump point. Place the deploying battlegroup into play, such that every ship in the deploying battlegroup is within its jump range of the selected jump point and within 3" of another ship in the deploying battlegroup.



In this example, position A is not a valid deployment, as it is too far away from the jump point. Positions B and C are valid placements.

Activations

In the Tactical Phase, CEOs take turns activating battlegroups. When a battlegroup is activated, its controller takes the following steps, in order:

1. Issue Orders
2. Movement Step
3. Passive Attacks Step
4. Jump Out Step
5. Active Attacks Step
6. Scan Step

All ships in a battlegroup activate when their battlegroup is activated.

Active & Passive

During a battlegroup's activation, it is said to be the active battlegroup and its controller is said to be the active CEO.

Any battlegroup that is not active is said to be passive. Any CEO that is not active is said to be passive.

Issue Orders

At the start of its activation, a battlegroup must be issued exactly one of the following orders:

- Vector
- Engage
- Red Alert
- Jump Out

The battlegroup counts as having been issued the selected order until the end of its activation. Each order conveys a different tactical benefit, as described below:

Vector

During the Movement step, each ship in the battlegroup may make an additional move action, immediately after its first move action.

This means a battlegroup issued with a Vector order may pivot, move ahead, pivot again and move ahead again.

Engage

When issuing an Engage order to a battlegroup, the controlling CEO nominates a single object or enemy battlegroup within the primary arc of fire of any ship in the active battlegroup, regardless of range, to be the active battlegroup's Engage Target. At the end of the active battlegroup's activation, the battlegroup is no longer considered to have an Engage Target.

During the Attack step, a battlegroup issued with an Engage order may re-roll its attack dice when attacking its Engage Target.

Because the active CEO may resolve simultaneous effects in an order of their choosing (see Simultaneous Effects, page 14), the active CEO may choose to roll for Red Alert before or after receiving damage from dangerous space or for being out of coherency.

Red Alert

The Red Alert order allows the active battlegroup to discard damage tokens, as the crew fights to get malfunctioning systems under control and officers bark urgent orders to restore discipline.

At the end of the movement step, a battlegroup issued with the Red Alert order may remove D3 damage tokens from itself.

Jump Out

The Jump Out order allows a battlegroup to flee the battle.

During the Jump Out Step, if the battlegroup was issued with a Jump Out order and all the ships in the active battlegroup are within jump range of a friendly jump point, the battlegroup may jump out.

Remove all ships in that battlegroup from play and discard all tokens from it. These ships do not count as destroyed.

If a battlegroup has jumped out and you want to jump it back in on a later round, you treat it as a new battlegroup with no damage, and pay the Credits a second time to requisition it anew.

Movement Step

During the Movement Step, each ship in the active battlegroup may take a single move action.

Move Action

When a ship takes a move action, it may first pivot by any amount, then move straight ahead up to its Thrust value:

1. Pivot any amount
2. Move ahead up to Thrust value

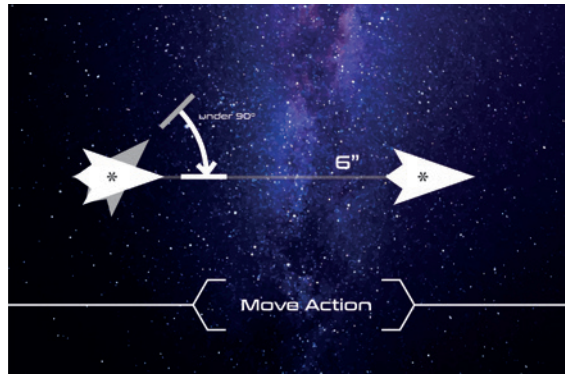
When moving a battlegroup, move each ship individually.

Pivoting

To pivot a ship, rotate the ship about its centrepoint by any amount, without changing the position of the ship.

High-G Manoeuvre

If a ship pivots more than 90 degrees in a single pivot, it cannot attack with its primary weapon systems during this activation. (See *Active Attack Step*, page 22).



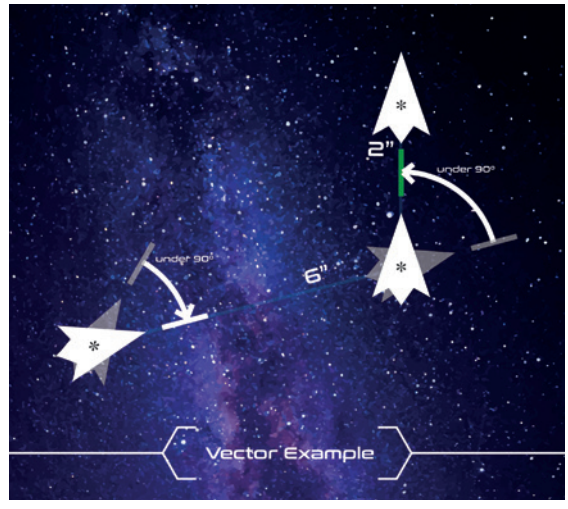
Move Ahead

Every ship has a Thrust value in inches.

To move a ship ahead, measure a straight line from the ship's position (the centrepoint of the ship) along the line of the ship's heading. Place the model at any point along this line within its Thrust value, without changing its heading.

In this first example this gunship is making a single Move action. It first pivots, (in this case pivoting less than 90-degrees) then moves ahead its Thrust of 6".

In this second example, the same gunship has been given a Vector order. For its first move action it makes a pivot less than 90-degrees, moves ahead its Thrust of 6", then immediately takes a second move action, again pivoting less than 90-degrees, and moving 2" forwards. This ship will be able to attack with its primary weapon systems this activation, as neither of its pivots were individually over 90-degrees. Ships are always permitted to move less than their full Thrust value.



Battlegroup Coherency

After all ships in a battlegroup have been moved, if each ship is within 3" of another ship in that battlegroup, that battlegroup is said to be in coherency.

If a battlegroup is out of coherency at the end of its movement step, the battlegroup immediately receives one damage token for each ship in the battlegroup.

Table Edges

If a ship moves into contact with any table edge, it immediately stops moving.

Overlapping Bases

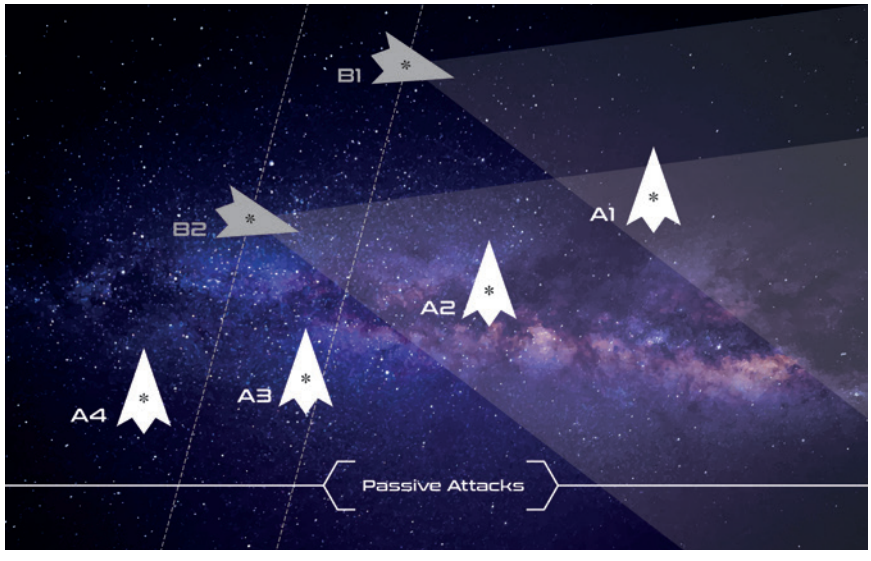
When moving, ships ignore other ships. Ships may end their movement in a position that results in the bases of two models overlapping, as long as the miniatures are stable in their final placement. The centrepoints of two or more ships may never share the same position.

Passive Attacks Step

During the Passive Attacks Step, every passive battlegroup or object that has the active battlegroup in range and arc of fire of their auxiliary weapons may attack the active battlegroup once with their auxiliary weapons. See *Combat*, page 25.

The passive CEOs make passive attacks in turns in a clockwise direction, beginning with the passive CEO to the left of the active CEO.

The passive battlegroup or object may only select the active battlegroup as its target.



A battlegroup or object may make any number of passive attacks in a single round but may not attack the same battlegroup more than once in a single activation.

In this example, Battlegroup A has just finished moving. Battlegroup B is passive. B1 has A1 and A2 within auxiliary arc of fire and range, and B2 has A1, A2 and A3 in arc, though A1 is out of range. Battlegroup B may select battlegroup A as a passive fire target, and may roll all its attack dice from both ships as both B1 and B2 have at least one ship of battlegroup A in both auxiliary arc and range.

Jump Out Step

In the Jump Out Step, if the active battlegroup has been issued with the Jump Out order and all the ships in the battlegroup are within jump range of a friendly jump point, it may jump out.

When a battlegroup jumps out, remove all ships in that battlegroup from play and discard all tokens from that battlegroup. These ships do not count as destroyed.

Active Attacks Step

In the Active Attack Step, the active battlegroup may attack once with each of its weapon systems. See *Combat*, page 24.

"Hailing unidentified freighters: please lower shields and prepare for audit."

Scan Step

In the Scan Step, the active battlegroup may scan a single object or ship that is within scan range of at least one ship in the active battlegroup.

Scanning

Scan has no built-in effect, but may be required to fulfil a contract or some other special rule.

Scan range is 3".

Scanning requires no arc of fire, it can target any object or ship within range in any direction.

When scanning an object or ship, the active CEO declares a single purpose for that scan. A single scan action cannot achieve multiple objectives.

Opposite Left
Arc of Fire diagram

Opposite Right
Example: Battlegroup A is a single Corvette with Turbo Blasters as its primary weapon system. Battlegroup B contains three Light Utility Ships, B1, B2, and B3. Ship A has B1 in both primary arc of fire and range, so can select the enemy battlegroup as a primary target, even though B2 is out of range of the Corvette's 6″ maximum range, and ship B3 is out of range and only in ship A's auxiliary arc of fire.

Combat

Weapon Systems

A ship can have multiple weapon systems. Weapon systems are always assigned as either primary or auxiliary weapon systems. Each weapon system has a minimum and maximum range, an amount and type of attack dice, and an amount of damage successful hits cause.

Weapon System Table			
Weapon System	**Range**	**Attack Dice**	**Damage**
Light Blasters	0–3″	1D6	1
Blasters	0–6″	2D6	1
Auto Blasters	0–6″	3D6	1
Turbo Blasters	0–6″	4D6	1
Laser Cannon	0–9″	2D8	2
Light Railguns	9–18″	2D8	2
Defense Grid	0–9″	4D8	2
Torpedoes	6–12″	D10	3
Cruise Missiles	18–36″	3D10	3
Heavy Railguns	9–18″	2D12	5
Mining Laser†	0–2″	2D12	5
Macro Beam	12–24″	2D12	5
Planet Smasher	12–24″	4D12	5

† The Mining Laser may only target stationary objects.

Notice that D6 attack dice always cause 1 damage, D8s cause 2 damage, D10s cause 3 damage and D12s cause 5 damage. If you remember this, it will make calculating damage easier during play.

Note: You can download a measuring tool from the official **A Billion Suns** *website to measure the front 45-degree arc of fire for primary weapons. Align the central dashed line with the heading of the ship and the measuring tool will describe the 45-degree arc for you.*

Range

Weapon systems have both a minimum and maximum range. To be considered in range of the attacking battlegroup, the target must be no closer than the minimum range and no further away than the maximum range of the weapon system.

Attack Dice

A weapon system's Attack Dice value indicates the number and type of dice rolled when making an attack with this weapon.

E.g. 4D8 means the player would roll four eight-sided dice when attacking, checking each die individually to see if it scores a hit on the target.

Damage

A weapon system's Damage value is the number of damage tokens each unsaved hit places on the target.

Arc of Fire

All Primary weapon systems have a 45-degree arc of fire to the front of the ship.

All Auxiliary weapon systems have a 180-degree arc of fire to the front of the ship.

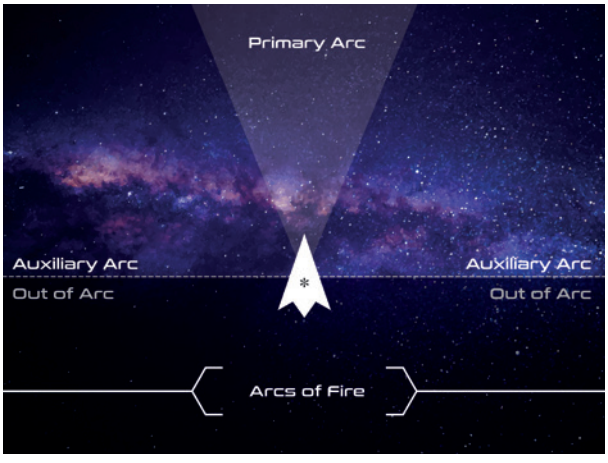
Attacking

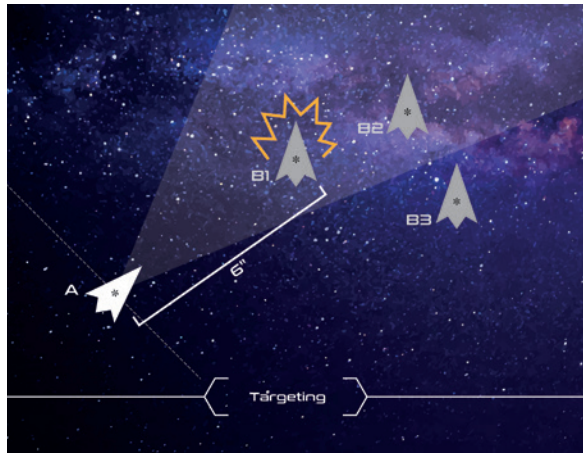
When a battlegroup or object makes an attack, first declare all targets, then resolve all attacks against each target battlegroup, one target at a time.

Targeting

When attacking, the attacking battlegroup must declare all targets before rolling any attack dice. It may declare one primary target and any number of auxiliary targets.

For a battlegroup or object to be selected as a target, all the following must be true:





1. The object or battlegroup must have a Silhouette.
2. The object or battlegroup must not be friendly.
3. The object or at least one ship from the battlegroup must be within both range and arc of fire of either the object or at least one ship in the attacking battlegroup.
4. The object or battlegroup must be on the same table as the attacking object or battlegroup.

Battlegroups may only declare objects or other battlegroups as targets, not specific ships within a battlegroup.

Thanks to the advanced telemetry of the far future, ships in *A Billion Suns* always have line of sight to each other. See also *Measuring Conventions*, page 12.

Primary Target

When attacking with a primary weapon system, the attacking battlegroup selects a single valid target to be its Primary Target.

If the attacking battlegroup has been issued an Engage order, it must select its Engage Target as its primary target, if possible. If the battlegroup's Engage Target is not a valid target for its primary weapons, the battlegroup may not choose another primary target and its primary weapon attacks are wasted.

All of the attacking battlegroup's primary attack dice must be used to attack its primary target.

If some of the primary weapon systems of the ships in the attacking battlegroup are out of range or arc of fire of the battlegroup's primary target, those ships' primary attacks are wasted.

Auxiliary Targets

When attacking with an auxiliary weapon system, the attacking battlegroup may select any number of valid targets to be its Auxiliary Targets.

The controller of the attacking battlegroup may divide their auxiliary attack dice between any number of auxiliary targets, but must declare which dice are allocated to each target before rolling any attacks. The individual attack dice from a single ship's auxiliary weapon systems may be divided among multiple targets as the controller of the attacking battlegroup sees fit.

Although ships tend to have primary and auxiliary weapon systems that do not have overlapping minimum and maximum ranges, a battlegroup may select a single target as both its primary and auxiliary target, as long as at least one ship in the attacking battlegroup can target at least one ship in the target battlegroup with each weapon system. This may occur if the attacking battlegroup is placed cleverly to maximise weapon coverage.

Resolving Attacks

After selecting all targets, the attacking CEO resolves all attacks. The CEO rolls all the attack dice targeting a given object or battlegroup as a single attack before moving on to attacks that target another object or battlegroup.

In order to resolve an attack, follow this sequence:

1. Gather attack dice
2. Roll to Hit

3. Roll saving throws
4. Apply damage

Gather Attack Dice
The attacking CEO gathers all the attack dice from weapon systems that are targeting the object or battlegroup and are within range and arc of fire of the target object or battlegroup.

When attacking, you need to check the range and arcs of all the individual ships in the battlegroup to confirm which ships can contribute attack dice to the attack. If no ships in the target battlegroup are in range or arc of a ship in the attacking battlegroup, that ship does not contribute attack dice to the attack.

Roll To Hit
The attacking CEO rolls the attack dice. Any attack die that rolls equal to or under the target's Silhouette value is a hit.

Re-Roll Engaged Dice
When a battlegroup is resolving an attack against its Engage Target, it may re-roll once any attack dice that miss.

Other rules may allow a CEO to re-roll missed attack dice.

A CEO may choose to roll fewer than all available attack dice, perhaps to reduce the chance of a damaging critical weapon malfunction or to soften up an objective without destroying it.

Discard Misses
After making any re-rolls, the attacking CEO discards any attack dice that didn't hit.

Discard Duds
The attacking CEO discards any duds (dice that rolled their maximum value possible), even if those dice would otherwise have scored a hit.

Critical Hits
Any attack die that scores a 1 is a Critical Hit and adds a bonus hit from the same weapon system. This affects the number of saving throws to be made, so add another die of the same type to the pool of hits.

Through the use of Power To Weapon Systems, criticals can occur on higher die rolls. E.g. if one CMD token is spent on an attack, die rolls of 1 and 2 cause critical hits.

Saving Throws
Total up the number of hits.

If the target has a Shields value of 1 or greater, the controller of the target makes a number of saving throws equal to the number of hits. Each saving throw uses the same type of die as the weapon system that caused the hit.

A die that rolls equal to or under the target's Shields value cancels one hit; these hits were deflected by the battlegroup's shields.

Saving throw rolls that are duds do not cancel hits.

The easiest thing to do is just pick up the successful attack dice and re-roll them as saving throws, ensuring you add additional dice to represent any bonus hits generated by criticals. (See Critical Hits, page 26).

Calculate Damage
Each unsaved hit causes an amount of damage to the target battlegroup equal to the damage value of the weapon type. See page 24.

Add together the damage values of all the unsaved hits. This is the total damage of the attack.

Apply Damage
The target battlegroup gains a number of damage tokens equal to the total damage of the attack.

Damage
Damage is tracked using Damage Tokens, which can be placed near the damaged battlegroup. You can use any small tokens as a damage token or use dice instead of tokens.

Check for Destroyed Ships

After a battlegroup gains one or more damage tokens, check the number of damage tokens on that battlegroup.

If a battlegroup has damage tokens equal to or greater than its Silhouette value, its controller selects one ship in the battlegroup to be destroyed and discards a number of damage tokens from that battlegroup equal to its Silhouette.

If the battlegroup still has more damage tokens than its Silhouette value, the controller destroys another ship, discards damage tokens equal to the battlegroup's Silhouette, and repeats the process.

Weapon blasts flash between warships as the XOStellar destroyer attempts to prevent the escape of the Oxius light transport.

Designer's Note

As the controller of the damaged battlegroup can select any ship to be destroyed, this can result in a ship being destroyed that wasn't actually within range or arc of fire of the attacking battlegroup. This is fine. All games are an abstraction, and you'll have to find a cinematic explanation for it. The alternative would result in wasted damage, which is both less fun and slows the game down.

Very occasionally, for example when a battlegroup is greatly out of coherence, this can cause some odd situations. During playtesting, we just yelled "quantum entanglement" and moved on!

Simple Attack Example

A single Corvette attacks with its primary weapon systems (4D6, damage 1) targeting a single Frigate (Silhouette 6, Shields 4). The controller of the Corvette rolls 4D6 to attack: 2, 2, 5, and 6. The 2s and the 5 are hits. Although the 6 is a hit, a 6 is a dud on a D6, so it is discarded. The controller of the Frigate picks up the three dice that hit and rolls them anew as saving throws, rolling 1, 4, and 5. The 1 and 4 are saved by the shields and ignored. The 5 is not saved, and causes damage. The damage value of the Corvette's primary weapons systems is 1, so the Frigate gains a single damage token.

Additional Rules

These additional rules add extra detail and fun to the game, as well as providing CEOs with more advanced tactical options. Once you are comfortable with the basic flow of the game, add these additional rules.

Additional Command Phase Rules

The full Command Phase sequence is:

1. Assign Ⓢ+3 CMD tokens to Helm
2. Reveal Helms
3. Roll-off to determine initiative

Assign CMD Tokens

Each CEO begins each round with Ⓢ+3 CMD tokens.

During the Command Phase the CEO assigns each of their CMD Tokens to a single command slot on their Helm card. This may be done in secret, to avoid one CEO waiting to see where another has assigned CMD Tokens before assigning their own.

At the appropriate time, as indicated in the description of the command effect, CMD tokens may be spent from the CEO's Helm card to activate command effects. Once a CMD token has been spent, it is discarded.

CMD tokens assigned to the Tactical command slots may be spent on any Tactical command effect. CMD tokens assigned to the Seize Initiative and Jump In command slots may only be spent on those command effects.

Reveal Helms

Once all CEOs have assigned their CMD tokens, they reveal their helm cards simultaneously.

Determine Initiative

The CEOs roll-off to determine initiative. The CEO with lowest roll gains the Initiative for the remainder of the round.

CEOs with CMD tokens in their Seize Initiative command slot may spend tokens to roll a different type of die during the roll-off for initiative, as described in *Seize Initiative*, below.

At the start of the Jump Phase and Tactical Phase, the CEO with the Initiative selects the which CEO acts first.

Commands

The CEO's influence, leadership, discipline, and forcefulness are represented by Commands and the CMD Tokens needed to use them. These might represent direct orders given during a conflict, the training or selection of a ship's crew, or any number of other forms of authority, coercion, and inspiration.

Seize Initiative

Before rolling for initiative during the Command Phase, CEOs may spend one or more CMD tokens from Seize Initiative to change the type of die they roll during the roll-off to determine initiative. The more command tokens a CEO spends, the smaller the type of die they are permitted to roll during the roll-off, as follows:

Seize Initiative Table	
CMD Tokens spent	**Determine Initiative Roll-Off Die Type**
1	D10
2	D8
3	D6
4+	D3

Jump In

During the Jump Step, CEOs spend CMD tokens from Jump In to deploy a single jump point, deploy a single battlegroup, or pass. (see *Jump Phase*, page 16)

Tactical

CMD tokens assigned to Tactical may be spent on any Tactical command effect:

Combined Orders

At the start of any activation, a CEO may spend a single CMD token from Tactical to select up to three unactivated friendly battlegroups wholly within Ⓜ+3" of any ship in the active battlegroup.

The combined Ⓜ of all ships in all the selected battlegroups may not be more than the combined Ⓜ of the ships in the activate battlegroup.

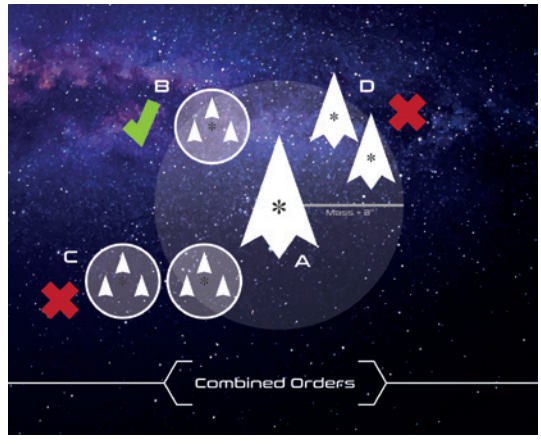
For example, a battlegroup of two Cruisers (total of Mass 6) is activated and

given the Combined Orders command. The controlling CEO may select up to three friendly battlegroups wholly within 6" of either Cruiser and whose ships, together, total no more than Mass 6.

The selected battlegroups are activated at the same time as the active battlegroup and each activation step completed with all the battlegroups before moving onto the next activation step. In each step, the controlling CEO may choose which battlegroup acts first.

The selected battlegroups count as active during this activation. The selected battlegroups may not be activated a second time this round.

For example, if a Cruiser combined orders with a Bomber Wing, both battlegroups must be issued orders, both move, both suffer passive attacks, and so on.



This command may not be used more than once in a single activation.

In example pictured, Battlegroup A is a battleship of mass 3. Its controller wishes to issue it with a Combined Orders order.

Battlegroup B is a single Fighter Wing of mass 0 within the range of combined orders, and may be selected to activate simultaneously with battleship A.

C is a battlegroup of two Fighter Wings (both mass 0), but one of them is outside the range of combined orders, so battlegroup C may not be selected.

D is a battlegroup of two Frigates (both mass 2). Their combined mass is 4, which is greater than the mass of battlegroup A (a single ship of mass 3), so it may not be selected.

Power To Engines

At the start of a friendly battlegroup's movement step, spend a CMD token from Tactical to double this battlegroup's Thrust value for the rest of its activation.

This command may not be used more than once in a single activation.

Power To Inertial Dampeners

At the start of a friendly battlegroup's movement step, spend a CMD token from Tactical to permit this battlegroup to shoot its primary weapon systems even if it performed a High-G Manoeuvre this activation (see page 21).

This command may not be used more than once in a single activation.

Power To Weapon Systems

Before rolling to attack with a friendly battlegroup, spend up to Ⓜ CMD tokens from Tactical to subtract one for each CMD token spent from the result of every attack die of one weapon system in the attack pool, to a minimum of one, for this attack only.

This command may be used outside of a battlegroup's activation.

Power To Shields

If a friendly battlegroup with a shield value of 1 or more is targeted with an attack, after the attack dice are rolled you may spend up to Ⓜ CMD tokens from Tactical to add +1 to the battlegroup's Shields value for each CMD token spent, for this attack only.

This command may be used outside of a battlegroup's activation.

Executive Override

At any time during the Tactical Phase, CEOs may spend a CMD token from Tactical to re-roll a single die of any type.

If you choose to split a battlegroup's auxiliary attack dice against different targets and wish to gain the benefits of Power To Weapon Systems against each target, you need to spend a CMD token for each target, as attacks against different targets are resolved separately, and the Power To Weapon Systems command applies only to a single attack.

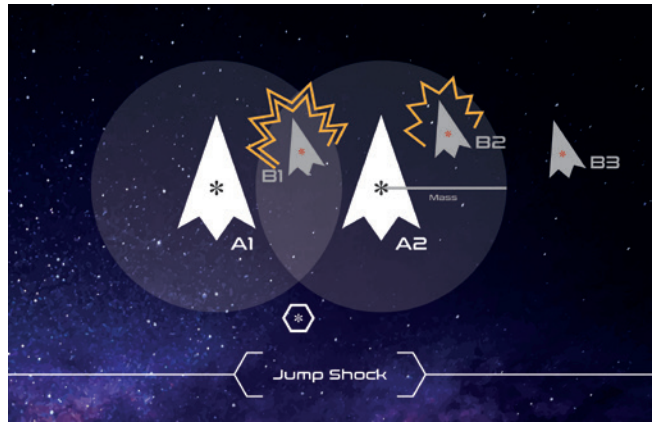
Additional Jump Phase Rules

Jump Shock

The arrival of larger ships from µ-space can cause damage to nearby lighter vessels, as complex gravitation harmonics warp and rupture delicate sub-systems.

After a ship is placed during jumping in or a jump-hop, all battlegroups of a lower mass within Ⓜ" of the arriving ship suffer ⓂD6 damage 1 attacks. These may be saved by Shields.

If a battlegroup of multiple ships is jumping in, it is possible for a given battlegroup to suffer Jump Shock from multiple arriving ships. In this case, add the hits from each jump shock together and roll saves as one attack.



Ships suffer Jump Shock from both friendly and enemy battlegroups.

For example, Battlegroup A, containing two Cruisers (Mass 3) jumps in next to a battlegroup of Gunships (Mass 1). As A1 arrives, it catches B1 in its jump shock, causing a 3D6 attack to battlegroup B. As A2 arrives, it catches both B1 and B2 in its jump shock, although it only causes a single additional 3D6 attack to battlegroup B. In total, Battlegroup B suffers 6D6 attacks of damage 1. Battlegroup A's controller rolls to hit.

Jump Point Hopping

Once per activation, at the start or end of the active battlegroup's movement step, if all the ships in the battlegroup are within jump range of a jump point, the battlegroup may immediately jump-hop from that jump point.

When a battlegroup jump-hops, select another friendly jump point on any table and re-deploy the battlegroup anywhere within jump range of the selected jump point.

The deployment at the destination of this jump-hop causes jump shock, just as if the battlegroup had jumped in.

The re-deployed battlegroup and ships retain any tokens and do not need to be requisitioned again in order to complete this jump-hop.

Easy Target

If any ship in the active battlegroup moves less than half its Thrust during its movement step, and the battlegroup did not jump in or jump-hop, the battlegroup receives an Easy Target token at the end of its movement step.

For example, if any ship in a battlegroup with a Thrust value of 3" moves less than 1.5", the battlegroup receives an Easy Target token.

While a battlegroup has one or more Easy Target tokens, all enemy battlegroups and objects may re-roll missed attack dice once against it. This is in addition to any re-rolls gained from being Engaged with the battlegroup.

Additional Tactical Phase Rules

Go Rogue

At any time during the Tactical Phase, but never more than once during a single activation, a CEO may place one damage token on a battlegroup they control to activate a single Tactical Command effect which must affect that battlegroup, as if they had a bonus CMD token in their Tactical command slot.

This effect can be used during other battlegroups' activations, and multiple times in a single round, just not more than once within the same activation.

At the start of a battlegroup's next activation, discard any Easy Target tokens.

A tense firefight for control of a massive space station (counts as a planetoid).

Explosions

When a ship is destroyed, the rippling shock waves of cascading antimatter explosions, white-hot gas flumes, and high-speed debris cause damage to ships nearby.

Before removing a destroyed ship from play the controller of the destroyed ship rolls a D6. If the roll is equal to or under the ship's Ⓜ, the ship explodes.

When a ship explodes, all battlegroups within Ⓜ" suffer Ⓜ D6 damage 1 attacks. These attacks may be saved by Shields.

Critical Weapon Malfunction

The fighting ships of the far future are complex machines. Damage suffered during combat can cause all manner of unexpected technical issues as the crew struggle to fight fires and repair vital systems. As the captain pushes her crew and her ship harder, it is increasingly likely to suffer critical weapon malfunctions and damaging system overloads.

When a battlegroup that has more than Ⓜ damage tokens rolls any attack dice, each dud, after re-rolls, causes an immediate Critical Weapon Malfunction for that weapon system.

When a battlegroup suffers a Critical Weapon Malfunction, it immediately receives a number of damage tokens equal to the damage value of the weapon system for which the dud was rolled. No saving throws are permitted against this damage.

If these damage tokens would cause ships in the attacking battlegroup to be destroyed, continue to resolve the attack before destroying the ships.

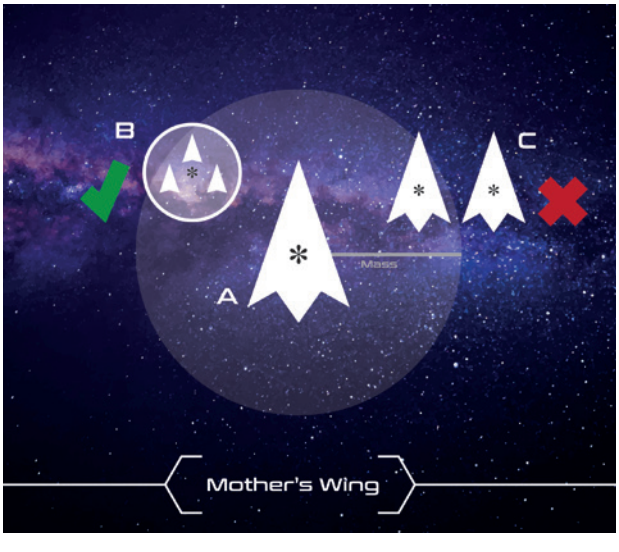
If all CEOs agree, when a ship explodes, you might choose to replace it with a small area of dangerous space to represent the resultant debris.

When a battlegroup has more than Ⓜ damage tokens, it is described as 'systems critical'.

Mother's Wing

Large ships can offer protection to their smaller fleet-mates in the form of heavy shielding, point defence coverage, and pure physical bulk. Ships benefitting from such protection are referred to as being "under mother's wing".

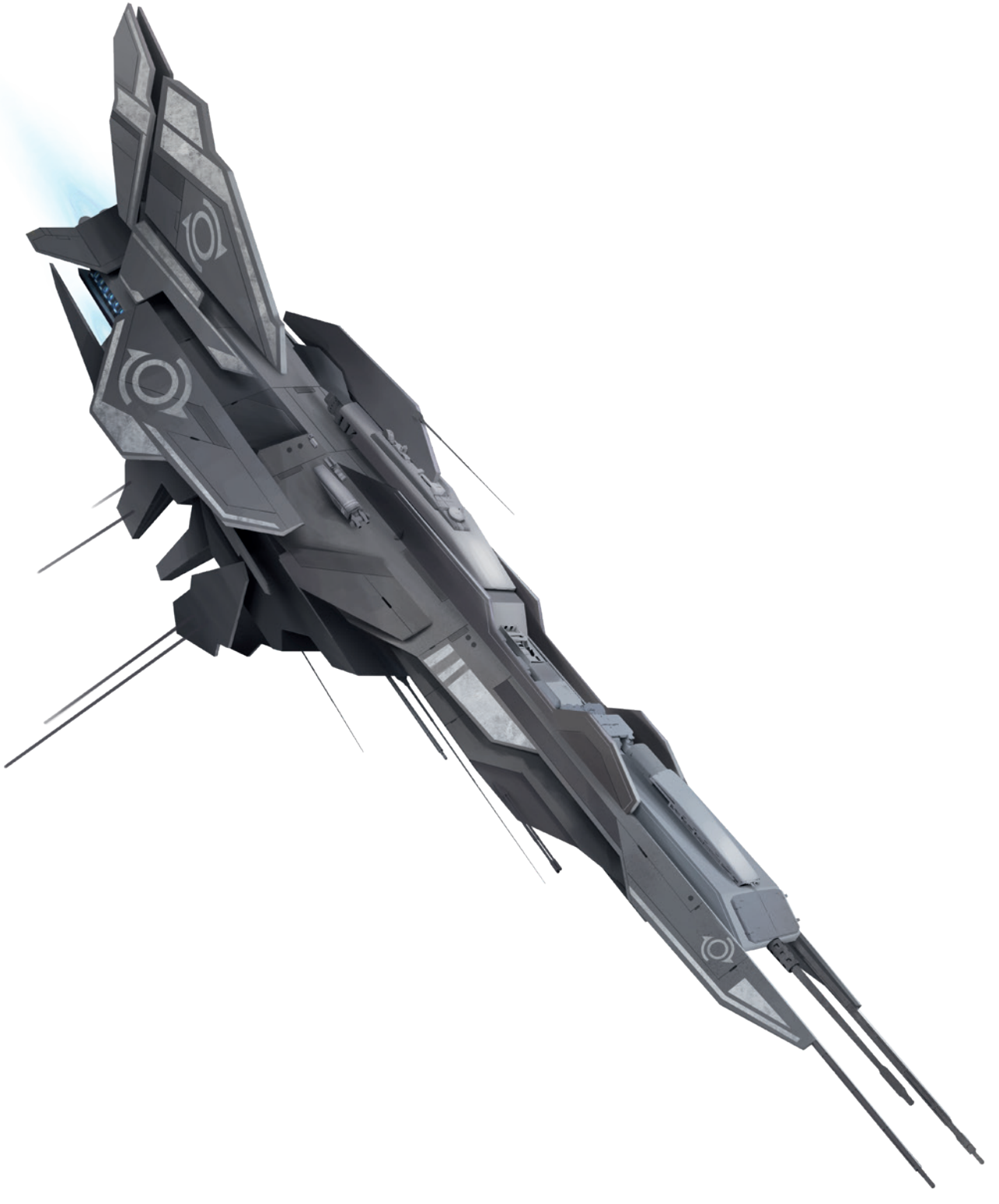
Every ship has a Mother's Wing zone of radius Ⓜ" which can protect friendly battlegroups of a lighter mass.



If every ship in a battlegroup is within the mother's wing zone of a friendly battlegroup of a heavier mass, the lighter battlegroup may use the Shields value of the heavier battlegroup in place of its own.

When an independent ship or a facility is attacked, any passive CEO may use the mother's wing effect from any nearby battlegroup under their control, as if that independent ship or facility were friendly.

For example, B is a battlegroup of one Recon Wing which is completely within 3" of a friendly Battleship A (with mass 3). An enemy Frigate attacks the Recon Wing and scores two hits. The Recon Wing may use the Battleship's Shields value in place of its own. C is a battlegroup of two Utility Ships, one of which is outside of the battleship's Mother's Wing zone, so C cannot benefit from the battleship's Shield value.



Advanced Attack Example

Emily has spread out her battlegroup of three Frigates such that F1 and F2 have an enemy Cruiser in primary range, but not auxiliary range, and F3 has the Cruiser in auxiliary range, but not primary. Emily's Frigates have an Engage order targeting the Cruiser.

Both F2 and F3 have an enemy Bomber Wing in auxiliary range. Emily declares that F1 and F2 will fire their primary weapons at the Cruiser, F2 will fire its auxiliary weapons at the Bombers, and F3 will fire its auxiliary weapons at the Cruiser. F1 has nothing in auxiliary range so those attacks are wasted. F3 has nothing in primary range, so those attacks are also wasted.

As the Bomber Wing currently benefits from Mother's Wing from the Cruiser, Emily chooses to resolve all her attacks against the Cruiser first. She picks up 4D8 and 4D6, which is the combined attack dice from all the declared attacks. Before she rolls them, she declares that she is spending one CMD token from Tactical to use Power to Weapon Systems to increase the strength of her D8 attacks.

Emily rolls the dice, subtracting one from each D8 result. The D6s score 1 (critical hit), 2 (hit), 4 (hit), 6 (dud). The D8s score 2 (which becomes a 1, and therefore critical hit), 3 (which becomes a 2, hit), 4 (which becomes a 3, hit), 8 (a dud, and so ignores the modifier and is a miss). As the Cruiser is her Engage Target, she re-rolls the two duds and gets a hit with the D8 and a Critical on the D6!

Emily discards any dice that missed (none in this case), and adds two additional D6 and one additional D8 to the pile to represent the critical hits. She hands all eleven of the dice to her opponent to roll as saves.

Ben, the Cruiser's controller, considers spending one CMD token from Power to Shields to increase the Cruiser's Shields value from 5 to 6, but that doesn't help defend against the D6 attacks any better, as rolls of a 6 are dud, so he decides against it.

Ben rolls the eleven dice as saves. He rolls seven saves: 1, 1, 1, 3, 4, 4, 5; and four failures: 6 (on a D6), 6 (on a D8), 7, 8. The unsaved hits total 7 damage, so Ben puts 7 damage tokens on the Cruiser. It's not quite enough to destroy it, but it is now at risk of a Critical Weapon Malfunction when it attacks.

Having resolved all the attack dice against her first target, Emily rolls her attack dice against the Bomber Wing. She rolls 4D6, needing 3's or less. She rolls: 1 (critical), 4 (miss), 5 (miss), 6 (dud). The Bomber Wing isn't this battlegroup's Engage Target, so Emily doesn't get any free re-rolls. She considers spending a CMD token from her Tactical command slot to re-roll one of the misses, but given that the Bombers are going to be using the Cruiser's Shields value thanks to Mother's Wing, it doesn't seem likely an effective use of a CMD token.

Ben rolls 2D6 as saves (because of the critical hit) and scores a 3 and a 4; both saved thanks to Mother's Wing.

"Scanning... Trace aluminium and gold. Barely worth requesting a ute."

Utility Ships

From ramshackle cargo haulers to cavernous mining vessels, tugs, transports, container ships, supply ships, and utility ships are essential cogs in the human machine, and can often be seen dashing back and forth across combat zones on important and perilous errands.

There are two classes of utility ship: Light Utility Ships and Medium Utility Ships.

Operational Limits
A CEO may never have more than Ⓢ utility ships of any kind in play at a time.

Mining Laser
The Mining Laser is a cumbersome piece of industry equipment that requires careful calibration prior to ignition. As a result, the Medium Utility Ship's Mining Laser weapon can only target stationary objects.

Carriers
Carriers act as mobile jump points for small craft.

Scrambling Squadrons
Each Carrier ship may scramble a single battlegroup of either Ⓜ0 ships or light utility ships once per round, at the start of its activation.

To scramble a battlegroup, requisition it as normal and deploy it within jump range of the carrier ship.

The scrambled battlegroup may count as having a Combined Order with the battlegroup containing the carrier on the round in which it scrambled, without needing to spend a CMD token.

Re-embarking Squadrons

Re-embark
Battlegroups entirely composed of either Ⓜ0 ships or light utility ships may treat any friendly Carrier as a jump point for the purposes of jumping out, except that this re-embarking does not count as jumping out for the purposes of contracts.

Cargo Holds
A re-embarking battlegroup may transfer any number of contract-related tokens to the Carrier after re-embarking.

Space

Interstellar space is profoundly empty. However, humanity has a knack of filling our environs with junk of all sorts wherever we spread. And, of course, one can't mine the profoundly empty void of space for precious metals, so games of *A Billion Suns* inevitably take place in the most cluttered areas of space.

Dangerous Space
In *A Billion Suns*, any area of "battlefield terrain" is referred to as Dangerous Space. Dangerous space might be clouds of debris, the carcasses of destroyed spaceships, radioactive or super-magnetic dust clouds, the atmospheres of planets, the gravity wells of dwarf stars, and so on.

Moving Through Dangerous Space
If a ship moves any distance through an area of dangerous space, its controller must make an ⓂD6 damage 1 attack against that ship's battlegroup at the end of its movement step. If multiple ships in the same battlegroup pass through dangerous space in the same movement step, add the resulting attack dice together and resolve as a single attack.

If a ship remains stationary during its movement step within an area of dangerous space, it suffers the attack as above.

Unstable Jump Points

In the end phase, any jump point that is within an area of dangerous space is destroyed and removed from play.

Objects

Aside from ships arranged into battlegroups, *A Billion Suns* games also feature a range of other natural and man-made interstellar junk, including asteroids, planetoids, satellites, facilities and various other things represented by counters or miniatures. These are collectively referred to as "objects".

As you'll see later, contracts can require elements to be present in the system to act as objectives.

If an object has a Silhouette value, it is a valid target for Engage orders and attacks.

Stationary objects have no Thrust value and never move.

Objects, including planetoids, do not block ships from moving through or across them.

When objects are attacked, they receive saving throws based on their Shield value, if any, but may never be given a Power To Shields command.

Asteroids

During system setup, deploy asteroids in play anywhere that is not touching another object. An asteroid should be represented on the tabletop by a miniature or counter roughly 1–3" in diameter. If multiple contracts make reference to asteroids, deploy one set of asteroids and use it for all related contracts.

During play, an asteroid is a stationary object with the following statistics:

Object	Mass	Move	Silhouette	Shields
Asteroid	2	-	9	0

The entire area covered by an Asteroid's counter or base counts as dangerous space. When measuring to and from asteroids, measure to and from the closest point on that object or its base, rather than the centrepoint.

ComSats

Communication satellites (known as ComSats) are a critical part of the fabric of human civilisation.

During system setup, place ComSats anywhere in play that is not touching another object. A ComSat should be represented on the tabletop by a miniature or counter roughly 1–3" in diameter. If multiple contracts make reference to ComSats, deploy one set of ComSats and use it for all related contracts.

A ComSat is a stationary object without a Silhouette value.

Facilities

From the opalescent health retreats of Jago Spas, to the run-down space ports of the Fringe, to the criss-cross scaffolding of the floating ship construction docks of Proxima B, space is littered with man-made installations. Facilities represent static military, commercial or strategic assets, such space stations, mining facilities, industrial plants, military bases, science research facilities, or similar.

During system setup, place facilities anywhere in play that is not touching another object. A facility should be represented on the tabletop by a miniature or counter

roughly 1" to 3" in diameter. If multiple contracts make reference to facilities, deploy one set of facilities and use it for all related contracts.

During play, a facility is a stationary object with the following statistics:

Facilities have a 360-degree arc of fire for all weapon systems.

Object	Mass	Move	Silhouette	Shields
	Ⓢ/3	-	Ⓢ	Ⓢ/2
Facility	**Aux**	**Range**	**Dice**	**Dmg**
	Laser Turrets	0–6″	(Ⓢ/2)D6	1

Independent Ships

Independent ships are sometimes required by contracts. They begin the game under no CEO's control.

When an independent ship is under no CEO's control, one CEO should roll any dice for it, but cannot spend CMD tokens from their command helm on it.

While an independent ship is under a CEO's control, it is treated in all respects as part of that CEO's fleet and acts a separate battlegroup containing just that ship.

Independent Ships usually have an additional type, such as Civilian, Criminal, Lifeboat, or other. The contract will indicate what statistics to use. A basic Civilian ship has the following statistics:

Object	Mass	Move	Silhouette	Shields
Civilian Ship	Ⓢ/3	8″	Ⓢ	0

Planetoids

During system setup, place planetoids anywhere on the board that is not touching another object or a board edge. A planetoid should be represented on the tabletop by a circular object measuring between 4" and 12" in diameter. If multiple contracts refer to a planetoid, deploy one planetoid for each contract, and note which planetoid is associated with which contract.

During play, a planetoid is a stationary object without a Silhouette value. Planetoids do not block ships from moving through or across them. The area covered by a planetoid counts as dangerous space.

When measuring to and from a planetoid, measure to and from the closest point on that object or its base, rather than the centrepoint.

Should you require a stack of multiple tokens for any reason, and their position isn't important, such as when tracking damage or during the Supply Contract, you can consider using a die to track the number of tokens.

Gravity Well

Jump Points may not be placed less than 10" from a Planetoid. Battlegroups may not jump into a position that is less than 10" from a Planetoid. Battlegroups may not jump-hop or jump out if a ship in that battlegroup is less than 10" from a planetoid.

A carrier launches a battlegroup of fighters in the shadow of a planetoid.

Tokens During Play

Battlegroups can gain tokens from various sources. Unless otherwise noted, battlegroups may carry any number of tokens, and all tokens are discarded when the battlegroup is destroyed. Carried tokens cannot be scanned.

When measuring to and from a token, measure from the centrepoint of the token, meaning their size is not important.

If a token has a Silhouette it is a valid target for Engage orders and attacks.

Contracts

The galaxy is a vast and varied place, with an endless number of opportunities to exploit and new systems to claim. In the constant struggle for resources and territory, planetary systems regularly play host to tense military engagements and firefights among the industrial and commercial activities.

During a game of *A Billion Suns* CEOs battle to complete contracts faster and better than their rivals, to earn the revenue needed to come away from the engagement with a profit. Each contract provides one or more objectives for the game, and a way of earning credits.

When setting up a game of *A Billion Suns*, you need a pack of standard playing cards (perhaps with an attractive science-fiction design) to generate the contracts and score them during play.

Contract Sets

This rulebook contains one contract set – the Core Systems Contract set (see page 44) – which represents common types of activities and conflicts that CEOs find themselves involved in. More contract sets can be downloaded from the official *A Billion Suns* website, opening up opportunities to explore the fringes of the galaxy or engage in all-out war.

Contract Suits

Each contract has an associated suit. The suit of the contract determines the construction of its Contract Deck, used for scoring during play.

Contract Decks

Each contract has an associated Contract Deck, which is a small deck of playing cards used to score the contract during the game.

Each Contract Deck is constructed in a specific way, depending on the suit of the contract.

Aces count as 1 in contract decks.

Each Contract Deck also has an associated discard pile.

Building a Contract Deck

Before the start of the game, the CEOs set up one Contract Deck for each active contract.

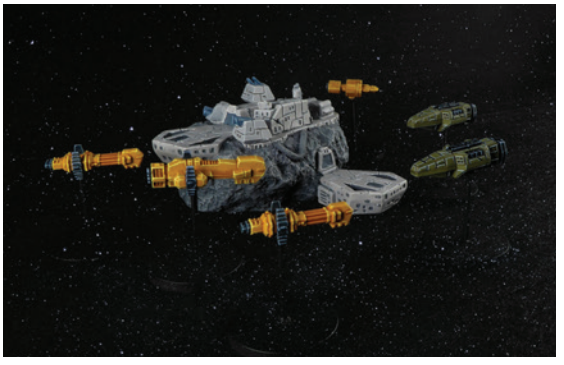
To build the Contract Decks, first separate a deck of playing cards into suits and take the lowest Ⓢ cards from the contract's suit. Set aside any higher cards; they won't be used.

The construction of each contract deck depends on its suit:

- **Spades**: The Spades Contract Deck is arranged in ascending order. This deck is placed face up with the lowest card on the top of the deck.
- **Hearts**: The Hearts Contract Deck is arranged in descending order. This deck is placed face up with the highest card on the top of the deck.
- **Clubs**: The Clubs Contract Deck is shuffled and placed face down.
- **Diamonds**: The Diamonds Contract Deck is shuffled and placed face down.

Drawing a card

When a contract requires that a CEO draw a card, the CEO takes the top-most card from the appropriate Contract Deck and keeps it secret from the other CEOs.



As far as The Registry is concerned, R7D-1003 doesn't exist. So why are there utility vessels cycling in and out of the isolated system?

Discarding a card

When a contract requires that a CEO discard a card, that card should be placed face up into the discard pile for that Contract Deck.

Revealing a card

When a contract requires that a CEO reveal a card, they may do either of the following:

- Reveal the top card of the correct Contract Deck, or
- Reveal a card of the correct suit from their hand.

If there are no cards left in the Contract Deck, the CEO may additionally choose to:

- Nominate another CEO who has one or more cards in their hand to reveal one of their cards of the correct suit. The revealed card is chosen by the nominated CEO.

After being revealed, discard the card.

Many contracts do not require the revealing of a card.

Revenue

Each contract provides a mechanism for CEOs to gain Credits. The Credits gained from contracts are known as Revenue.

Depending on the suit of the contract, the Revenue may be known before it is gained, or it may be randomly determined at the point at which it is awarded.

The Revenue gained from any given contract card is calculated by multiplying the face value of the scored card by the number of CEOs in the game.

For example, if there are two CEOs playing the game, the 2 of Diamonds is worth 4 credits.

Maximum Available Revenue

Given that the Scale of the game affects the number of cards in a contract deck, which in turn affects the total of the face values of the cards in that deck, and the Revenue is dependent on the number of players, the maximum available revenue in a given game, in terms of credits, is a bit tricky to calculate. Here's a handy table:

This table allows you to figure out how many Credits are up for grabs. This will help you gauge what your rough budget is for this game and avoid overspending on ships that you can't make you money back on. Bear in mind that a game rarely awards all the available revenue, given that exhausting two contracts triggers the game to end.

Revenue Table

Scale	Sum of the cards in each Contract Deck	Maximum revenue available from the three contracts		
		Two Players	Three Players	Four Players
1	1	6	9	12
2	3	18	27	36
3	6	36	54	72
4	10	60	90	120
5	15	90	135	180
6	21	126	189	252
7	28	168	252	336
8	36	216	324	432
9	45	270	405	540
10	55	330	495	660

Exhausting a Contract

A contract is exhausted when no more points can be scored from it.

A contract may be exhausted because all the points have been scored from it already, or because it is no longer possible to score any more points from this contract for any reason.

The game ends if two or more contracts are exhausted at the end of a round.

Setting Up A Game

To set up a game of *A Billion Suns*, run through the following steps:

1. **Scale:** Agree Scale Ⓢ of battle
2. **Generate Contracts**
   - 2.1 Choose a Contract Set
   - 2.2 Create a Contract Generator deck
   - 2.3 Draw cards to generate 3 contracts
   - 2.4 Set up the Contract Decks
3. **Set up the system**
   - 3.1 Roll-off to determine the System Administrator
   - 3.2 Determine the number of tables
   - 3.3 Set up tables and objectives
4. **Start Round One**

Agree Scale

Before beginning setup, the CEOs must agree on a Scale (Ⓢ) of battle to play. This is a whole number between 1 and 10.

Generate Contracts

To set up a game of *A Billion Suns*, first select a contract set. This rulebook contains one contract set: the Core Systems Contracts. More contract sets can be downloaded from the official *A Billion Suns* website.

To randomly generate the contracts available during this game, you need to build a Contract Generator deck. This is done by shuffling together the twelve picture cards (Jack, Queen, King) from a pack of playing cards.

Reveal cards from the top of the Contract Generator deck until you have revealed three cards of different suits. Discard any revealed card that matches the suit of a card that has already been revealed.

These three cards determine the contracts that are active during this game. Refer to the contract generation table for the contract set to see which contracts have been generated. See *Core Systems Contract Generator*, page 44.

Be sure to check our website to download more Contract Sets as well as quick reference cards for the contracts.

Set up Contract Decks

After determining the active contracts, the players construct a contract deck for each contract that has been generated for the game. See *Building a Contract Decks*, page 38.

System Administrator

During setup, CEOs roll-off to determine which CEO is the System Administrator. The winner of the roll-off becomes the System Administrator for this game and is responsible for setting up the tables and the objectives.

Space Junk

If any CEOs tie one or more times during the roll-off to determine the System Administrator, deploy D6 areas of dangerous space roughly 3" across in addition to the required objectives during the Set-up Objectives step.

Number of Tables

A game of *A Billion Suns* is often played across multiple tables. The contracts that were generated determine how many tables should be set up.

Check the setup section of each contract. For each contract that states "*add one table*" the System Administrator should set up, nominate, section off or otherwise establish an additional table for the game to be played across. In this way, the game will be played across between one and four tables.

Setting up an additional table can be a simple as using tape or string to cut your table into sections, or nominating a nearby side-table, counter-top, or other flat surface.

Set up Objectives

Check the setup section of each active contract to see if it requires any objectives to be set up prior to play.

The System Administrator places all of the required objectives (asteroids, planetoids, facilities, etc.) as they see fit across the tables. Objectives from a single contract may be spread across multiple tables (except where noted in the contract's description). The System Administrator must **ensure that each table has at least one objective on it.**

As each CEO's jump points are not known until the first Jump Phase, there isn't any way to set the objectives up for one CEO's advantage. The System Administrator should focus on setting the objectives up in a way that creates a challenging and interesting game for everyone. Sometimes that might mean spreading them out widely and regularly, or it could mean clumping objectives from a couple of contracts together to create a focal point.

Set-up Example

John and Glenn are setting up to play a game of A Billion Suns. *They agree on a Scale 5 game.*

They agree on the Core Systems contract set, and John gathers the picture cards from the deck of cards. Shuffling them, he reveals the Jack of Hearts, meaning their first contract for this game is an Evacuation Contract. He then draws the Jack of Spades, so their second contract is an Infowar Contract. He draws the King of Hearts, but they already have an active Hearts contract, so he discards it and draws again. He draws the Queen of Diamonds; their final contract for this game is a Mining Contract.

With the active contracts established, John and Glenn roll-off to see who will be the System Administrator. Glenn wins the roll-off.

Checking the contracts, Glenn sees that the Infowar and Mining contracts both add one additional table, for a total of three tables. Glenn and John have a 6' x 4' gaming board they normally play on, made of three 2' x 4' sections, so Glenn pulls them an inch or so apart to create the three tables needed for this game.

Checking the contracts again, Glenn sets up 5 ComSats, 5 Asteroids, and 1 Planetoid, making sure that each table has at least one objective on it.

While Glenn is setting up the objectives, John makes the contract decks. He gathers the Ace, two, three, four and five of Hearts, and arranges them into a face up pile from highest to lowest, so that the five is on top. He gathers the Ace, two, three, four, and five of Spades, and arranges them into a face up pile from lowest to highest, so the Ace is on top. Finally, he shuffles together the Ace, two, three, four, and five of Diamonds and pops that face down as the third contract deck.

The game is now set up, and round one begins.

"Intel was incomplete. Facilities are well defended. Extraction required."

Core Systems Contracts

The hundred or so systems in closest proximity to Old Mother Mars, known as the Core Systems, are a hive of industrial and commercial activity. Although many of the worlds have been populated for 500 years or more, there are still vast mineral caches to be exploited, and endless opportunities for disruption by enterprising and aggressive new entrepreneurs.

Contract Generator

When generating contracts for a Core Systems game, refer to the following table:

Core Systems Contract Generator Table	
Card	**Contract**
Jack of Spades	Infowar Contract
Queen of Spades	Patrol Contract
King of Spades	Demolition Contract
Jack of Hearts	Evacuation Contract
Queen of Hearts	Supply Contract
King of Hearts	Quarantine Contract
Jack of Clubs	Industrial Espionage Contract
Queen of Clubs	Rhexis Harvesting Contract
King of Clubs	Counter-Intelligence Contract
Jack of Diamonds	Shipping Contract
Queen of Diamonds	Mining Contract
King of Diamonds	Whaling Contract

Infowar Contract (Jack of Spades)

Perception is reality. War is information.

Setup

Create a Spades Contract Deck. Add one table. Set up Ⓢ ComSats.

System Override

Each ComSat may be hacked. To hack a ComSat, a battlegroup must Scan the ComSat. If a CEO hacks a ComSat, that ComSat ceases to be hacked by any other CEO.

Revenue

From Round Two onwards, in the end phase, the CEO with the most ComSats hacked (players should roll-off if tied) scores one of their hacked ComSats. Once scored, a ComSat ceases to be hacked. Repeat until there are no hacked ComSats.

When a hacked ComSat is scored, the scoring CEO gains the revenue from the top card of the Spades Contract Deck, and discards that card.

Patrol Contract (Queen of Spades)

Our shipping operations in this system have reported above-average incidents of inventory errata. Dispatch auditors to investigate and contain.

Setup

Create a Spades Contract Deck. Set aside Ⓢ Suspicious ships. Set up two public jump points on the same table.

Suspicious ships are independent ships with the following statistics:

Object	Mass	Move	Silhouette	Shields
Suspicious Ship	Ⓢ/3	8″	Ⓢ	0

Public jump points are only considered friendly jump points by independent ships. Public jump points cannot be damaged in any way.

Flotilla

At the start of the Tactical Phase, if the total number of Suspicious ships and Criminal ships in play is less than Ⓢ, CEOs take turns (starting with the CEO with Initiative) to place Suspicious ships until there are Ⓢ in play. Each must be placed within jump range of a randomly selected public jump point (having just jumped in).

Cargo Audit

When a battlegroup scans a Suspicious ship, its controller rolls a number of D3 equal to the number of ships in the scanning battlegroup within scan range. Roll one bonus die for each Recon Wing in the scanning battlegroup within scan range.

If the CEO rolls one or more results equal to or under the current Round number, the Suspicious ship is revealed as a Criminal ship. Criminal ships are independent ships with the following statistics:

Object	Mass	Move	Silhouette	Shields
	Ⓢ/3	12″	Ⓢ	Ⓢ/2
Criminal Ship	**Aux**	**Range**	**Dice**	**Dmg**
	Blasters	0–6″	2D6	1

Shipping Lanes

At the end of the Tactical Phase, CEOs take turns (starting with the CEO with Initiative) to activate a single Suspicious or Criminal ship, until all have activated. When activated, the ship must end its activation as close as possible to the public jump point that it did not arrive from.

If a Suspicious or Criminal ship ends its movement within jump range of a public jump point it did not arrive from, it jumps out at the end of its activation.

Bad Publicity

If a CEO destroys a Suspicious ship, that CEO immediately loses 5 credits.

Revenue

When a battlegroup destroys a Criminal ship, the controller of that battlegroup gains the revenue from the top card of the Spades Contract Deck, then discards the card

Demolition Contract (King of Spades)

These aging facilities are sanctioned for demolition. Disregard any counter-instructions from the facilities themselves; their AIs are known to be compromised.

Aging facilities litter the galaxy, ready to be stripped for parts.

Setup
Create a Spades Contract Deck. Add one table. Set up Ⓢ Facilities. Each facility begins the game with an AI Core token. All facilities count as Mass 3, regardless of the Scale of the game.

Expunge
Any battlegroup may scan the facility to delete the AI Core; remove the AI Core token from the facility.

Upload.self
At the end of Round Two, remove all AI Core tokens from play.

Critical Systems Failure
At the end of Round Three, all remaining facilities explode, damaging any nearby battlegroups.

Revenue
When a facility is destroyed, the CEO that destroyed it gains the revenue from the top card of the Spades Contract Deck, and that card is discarded.

If the facility had an AI Core token on it when it was destroyed, the CEO gains only half the revenue (rounding up) instead, and the facility explodes.

Evacuation Contract (Jack of Hearts)
This scientific installation has issued a priority Mayday. Liferafts are scheduled to launch within the hour. Section 207 is applicable. Perfect opportunity to scoop up some top talent.

Setup
Create a Hearts Contract Deck. Set up 1 Planetoid. Set aside Ⓢ lifeboats. These lifeboats are independent ships with the following statistics:

Object	Mass	Move	Silhouette	Shields
Lifeboat	1	4″	Ⓢ	0

Lifeboats
At the end of **Round One**, beginning with the CEO with Initiative, CEOs take turns placing lifeboats in contact with the outer edge of the Hearts Planetoid.

At the end of **Round Two**, any lifeboat that is not under a CEO's control moves 4" directly away from the centrepoint of the Planetoid.

At the end of **Round Three**, all lifeboats are removed from play.

Recruitment
If a non-lifeboat ship scans a lifeboat, and there are no enemy ships within 3" of the civilian ship, the controller of the scanning battlegroup takes control of the lifeboat. The civilian ship is activated as if it were a ship under this CEO's control from this point onwards.

Bad Publicity
If a CEO destroys a lifeboat, that CEO immediately loses 5 credits.

Revenue
If a lifeboat under a CEO's control successfully jumps out, its controller gains the revenue from the top card of the Hearts Contract Deck, and discards the card.

Supply Contract (Queen of Hearts)

This nascent colony world is on the brink of starvation. This means they are prepared to pay significantly over the odds for their essentials.

Setup

Create a Hearts Contract Deck. Setup 1 Planetoid.

Docking

When a utility ship battlegroup without a Docked token scans the Hearts planetoid, the controller of the scanning battlegroup places a Docked token on that battlegroup. A battlegroup with a Docked token may not move, but may use Red Alert. A battlegroup with a Docked token may discard that token at the start of its activation.

Supply

When a utility ship battlegroup with a Docked token scans the Hearts planetoid, each ship in the scanning battlegroup that is within scan range of the planetoid places Ⓜ friendly Supply tokens onto the scanned planetoid.

Closed Markets

At the end of **Round Three**, discard any cards remaining in the Hearts Contract Deck.

Revenue

In the End Phase, the CEO with the greatest number of friendly Supply tokens on the planetoid (roll-off if tied) may choose which CEO has the first opportunity to score this contract. CEOs take turns in a clockwise direction to score this contact.

To score this contract a CEO discards a number of friendly Supply tokens from the planetoid equal to the face value of the top card of the Hearts Contract Deck to gain the revenue from that card. Discard the card.

This process is repeated until all CEOs have fewer friendly Supply tokens on the Hearts planetoid than the value of the top Hearts card. A CEO may score this contract more than once in a single round, but must allow every other CEO the opportunity to score it before getting another opportunity to score it.

Quarantine Contract (King of Hearts)

Its source is not yet clear, but this outbreak is rapidly turning into an epidemic and it must be contained. Plus, it never hurts to get the company branding on the GNN news streams doing something heroic.

Setup

Create a Hearts Contract Deck. Add one table. Set up Ⓢ Facilities, which all begin the game infected.

Virulent Strain

At the end of **Round Three**, discard all remaining cards from the Hearts Contract Deck.

Emergency Medical Team

When a Utility ship battlegroup scans an infected facility, place a Medical Team token on that facility.

Contagion

When a battlegroup scans an infected facility, the scanning battlegroup immediately suffers a 2D6 (damage 1) passive attack.

Because the passive attack from the Contagion effect happens at the same time as any medical team placement or collection, the active CEO may choose in which order to resolve the effects. See** Simultaneous Effects**, page 14.

Revenue

When a Utility ship battlegroup scans an infected facility with a friendly Medical Team token, the controller of the scanning battlegroup discards the Medical Team token to gain the revenue from the top card of the Hearts Contract Deck. That card is discarded. That facility is no longer infected.

Industrial Espionage Contract (Jack of Clubs)

Our intelligence has a highly restricted sample of the near-extinct Midirian Blow-crab, from which MediCap's EverYears anti-ageing drug is synthesised, in transit in this system. Secure it by any means necessary.

Setup

Create a Clubs Contract Deck. Add one table. Place Ⓢ Container Ships anywhere in play.

Container ships are independent Medium Utility ships with the statistics given in the *Ship Classes* table on page 11.

Escort

A Container ship counts as escorted by a CEO if that CEO has the most ships within scan range of the Container ship.

Bad Publicity

If a CEO destroys a Container ship, that CEO immediately loses 5 credits.

Specimen

At the start of the game, the Ace of Clubs is the Specimen. If the current Specimen has been scored and discarded, the lowest remaining Clubs card becomes the Specimen.

Automated Security Protocol

At the end of **Round Two**, discard all non-Specimen cards remaining in the Clubs Contract Deck and place the Specimen on top of the Clubs Contract Deck.

Drawn cards are not shuffled back in, so the chance of finding the ace increases with each draw.

Revenue

In the end phase, each CEO who is currently escorting one or more Container ships draws a number of cards from the Clubs Contract Deck equal to the round number. CEOs draw their cards in a clockwise order, starting with a CEO chosen by the CEO escorting the most Container ships (roll-off if tied). CEOs reveal all their cards at once.

All revealed cards except the Specimen are discarded.

Then, if a CEO has revealed the Specimen, it is discarded and the CEO gains the revenue from all the Clubs cards in this contract's discard pile; remove all the scored Clubs cards from the game.

A Gunship escorts a Container Ship as it delivers a valuable cargo.

Rhexis Harvesting Contract (Queen of Clubs)

In the centre of a Harrington-Felzman Rhexis is a highly excited core of exotic matter with negative mass. It forces a bubble of agitated space-time to form around it. The antimatter pearl at the heart of the rhexis is the key to the μ-fold toroid generator, which powers civilisation and μ-jump engines alike.

Setup

Create a Clubs Contract Deck. Set up a Rhexis Pearl anywhere in play.

The Rhexis Pearl should be represented on the tabletop by a small token or gaming gem. The Rhexis Pearl is a stationary object with no Silhouette.

Rhexis Storm
The area within 6" of the Rhexis Pearl is the *Harrington-Felzman Rhexis*, also known as the "Rhexis Storm", and counts as dangerous space.

Magnetic Containment
When a Utility Ship battlegroup scans the Rhexis Pearl, each ship in the scanning battlegroup within scan range of the Rhexis Pearl places Ⓜ friendly Mag Lock tokens onto the Rhexis Pearl.

At the end of the round, discard all Mag Lock tokens from the Rhexis Pearl.

Catalyst
At the start of the game, the Ace of Clubs is the Catalyst. If the current Catalyst has been scored and removed from the game, the lowest remaining Clubs card becomes the Catalyst.

Unstable
At the end of **Round Two**, discard all non-Catalyst cards remaining in the Clubs Contract Deck, then place the Catalyst on top of the Clubs Contract Deck.

Revenue
In the end phase, starting with a CEO chosen by the CEO with the most friendly Mag Lock tokens on the Rhexis Pearl (roll-off if tied), CEOs that have one or more Mag Lock tokens on the Rhexis Pearl take turns in a clockwise order to reveal a single card from the Clubs Contract Deck until Ⓢ/3 cards have been revealed.

If the revealed card is the Catalyst, it is discarded and the CEO gains the revenue from all the Clubs cards in this contract's discard pile. Remove all the scored Clubs cards from the game and then continue drawing cards if needed.

If the revealed card is *not* the Catalyst, the revealed card is discarded.

Counter-Intelligence Contract (King of Clubs)
These individuals are carrying extremely sensitive and valuable data. They must not be allowed to slip the net.

Setup
Create a Clubs Contract Deck. Set up Ⓢ Facilities.

Spy
In the end phase, check each facility. The CEO with the greatest combined Ⓜ of non-utility ships (count each ship separately, roll-off if tied) within 3" of that facility secretly draws the top card of the Clubs Contract Deck into their hand and places a Captured Spy token on any friendly battlegroup within 3" of the facility.

Slip The Net
At the end of **Round Two**, discard any cards remaining in the Clubs Contract Deck.

Trail Gone Cold
At the end of **Round Three**, discard all unscored Clubs cards, regardless of their location.

Revenue
When a battlegroup carrying a Captured Spy token jumps out, its controller may reveal a Clubs card to gain the revenue from the revealed card.

Shipping Contract (Jack of Diamonds)

Even with advanced nano-replication technology, there remains an unceasing appetite for beautiful natural objects. Whether solid Alatric oak desks, quizzanck feather coats, or hand-made boots of impervious buffulark leather, the demand for traditionally manufactured status-symbols remains constant among the wealthy.

Set up

Create a Diamonds Contract Deck. Set up 1 Planetoid.

Cargo

When a utility ship battlegroup scans the Diamonds Planetoid, its CEO draws the top card of the Diamonds Contract Deck, and places a number of Cargo tokens on the battlegroup equal to the combined Ⓜ of the ships in the battlegroup.

Battlegroups can carry any number of cargo tokens.

"This is Gunship Stapledon to Yikker mining tug. Your permits have been forcibly expired."

Revenue

When a Utility Ship scans a friendly jump point or jumps out, its controller may reveal a Diamonds card.

If the revealed card's face value is equal to or less than the number of Cargo tokens on the scanning battlegroup, the controlling CEO gains the revenue from the revealed card. The controller discards a number of Cargo tokens from the scanning battlegroup equal to the face value of the revealed card.

If the revealed card's face value is greater than the number of Cargo tokens on the scanning battlegroup, return the revealed card to wherever it was revealed from.

A battlegroup with Cargo tokens does not have to discard tokens when ships in the battlegroup are destroyed. In order to keep things tense, the final ship in the battlegroup can still carry all the tokens that the whole battlegroup collected.

Mining Contract (Queen of Diamonds)

This ore-rich belt is a valuable source of hydrated aluminium, magnesium silicates, and gold.

Setup

Create a Diamonds Contract Deck. Add one table. Set up Ⓢ Asteroids.

Appraisal

The first time in the game a given asteroid is scanned, the controller of the scanning battlegroup draws the top card of the Diamonds Contract Deck.

Blasting Charges

If an asteroid is destroyed, the CEO that destroyed it reveals a Diamonds card and places a number of Ore tokens equal to the face value of the revealed card in contact with the asteroid, then removes the asteroid.

Precious Metals

When a Utility Ship battlegroup scans an Ore token, each ship may collect up to 2Ⓜ Ore tokens within scan range of that Utility Ship. Place collected Ore tokens on the ship. Ships may not collect more tokens than they can carry.

Utility Ships can carry up to 2Ⓜ Ore tokens.

Revenue

Each Ore token is worth a number of credits equal to the number of CEOs in the game. When a Utility Ship battlegroup scans a friendly jump point or jumps out, its controller may discard all the Ore tokens on ships in that battlegroup to gain revenue for each Ore token discarded.

Whaling Contract (King of Diamonds)

The Escaldian Mega-Squid is a near-priceless delicacy, but fishing for it is a deadly business.

Setup

Create a Diamonds Contract Deck. Add one table. Place Ⓢ Space Kraken anywhere in play.

Space Kraken are independent "ships" with the following statistics:

Object	**Mass**	**Move**	**Silhouette**	**Shields**
	Ⓢ/3	9″	Ⓢ	Ⓢ/2
	Primary	**Range**	**Dice**	**Dmg**
Space Kraken	Mouth Parts	0–3″	(Ⓢ/2)D10	3
	Aux	**Range**	**Dice**	**Dmg**
	Tentacles	0–3″	ⓈD6	1

Instinctual

At the end of the Tactical Phase, each Space Kraken activates and does the following:

1. Targets the ship with the highest cost within 12", or the closest ship if none is within 12". If there is a tie, determine the target ship randomly.
2. Moves directly towards that ship, ending as close as possible to it.
3. Suffers any Passive Attacks.
4. Attacks that ship's battlegroup, if within range.

Appraise Quarry

When a Space Kraken is scanned for the first time in a game, the controller of the scanning battlegroup draws the top card of the Diamonds Contract Deck.

Whaling

When a Space Kraken is destroyed, the CEO who destroyed it places a Kraken Heart token within 2" of its location before removing the model.

When a Utility Ship battlegroup scans a Kraken Heart token, its controller may collect up to Ⓜ Kraken Heart tokens within scan range of the battlegroup. Place collected tokens onto ships in the battlegroup. Ships may not collect more tokens than they can carry.

Utility Ships can carry up to Ⓜ Kraken Heart tokens.

Revenue

When a Utility Ship battlegroup scans a friendly jump point or jumps out, its controller may reveal one Diamonds card for each Kraken Heart token carried by the battlegroup to gain the Revenue from the revealed card, then discards all the Kraken Heart tokens on ships in that battlegroup and the revealed cards.

Utility ships close in on their dangerous prey.

Designing Your Own Corporation

A Billion Suns does not aim to provide a set of factions to cover the vast variety of human enterprises competing for ownership of the galaxy. Instead, you are invited to invent your own corporation and select from a "tech tree" of competitive advantages to create a unique fleet.

CERES
Pure Water
OCIUS

If you are playing a campaign, you'll be able to improve your corporation over the course of multiple games.

Competitive Advantages

No two corporations are exactly alike in their capabilities, strengths, and weaknesses. In *A Billion Suns*, CEOs may choose from a range of Competitive Advantages to personalise their fleet and support the style of play they enjoy.

As you will see, these competitive advantages are arranged into a sort of tech tree, meaning that choices open up some new options while closing off others.

Capital

If you just want to get your feet wet with competitive advantages, choose to give each CEO between 1 and 3 capital to spend. If you want access to more options, you might consider giving each CEO between 5 and 10 capital.

One-Off Games

For one-off games, the CEOs should agree on an amount of Capital available to each CEO. CEOs may spend this Capital prior to the start of the game to research competitive advantages, following the normal rules for research. Select competitive advantages before contracts are generated; they are lost when the game ends.

Campaigns

During campaigns, CEOs may receive additional Capital as a result of their games, which can be spent on new competitive advantages prior to the next game in the campaign (see page 54).

Research & Development

To gain the benefits from a competitive advantage, the corporation must research it. To research a new competitive advantage, a CEO must meet the research requirements for the advantage and pay an amount of Capital equal to its level. *E.g. a Level 0 competitive advantage costs zero Capital, and a Level 1 advantage costs 1 Capital.* A corporation can't research the same competitive advantage more than once.

Research Requirements

Many Competitive Advantages require the corporation to have previously researched other advantages in order to unlock access to the more powerful advantage.

If a competitive advantage says that it "*requires Level 0 and 1 Military*", it means that this corporation must have already researched at least one Level 0 Military advantage and at least one Level 1 Military advantage in order to research this advantage.

If a competitive advantage says "*Must have no other Level 0 advantages*", it must be the first competitive advantage researched or it cannot be selected.

Aggression

Unstable Engine Shielding (Level 0 Aggression)

Must have no other Level 0 advantages.

Ships in this fleet count their Ⓜ as 1 higher when exploding and when checking for explosions.

Overload (Level 1 Aggression)

Requires Level 0 Aggression.

When a ship from this fleet suffers a Critical Weapon Malfunction, the dud that caused it counts as a hit against the target.

Reckless Disregard (Level 1 Aggression)

Requires Level 0 Aggression.

Once per round, one battlegroup in this fleet may Go Rogue as many times as it wishes during its own activation, up to a maximum of its Silhouette value, even if doing so would destroy a ship in the battlegroup. (NB: Normally you can only Go Rogue once.)

Over-Specced Weapon Arrays (Level 1 Aggression)

Requires Level 0 Aggression.

Battlegroups in this fleet count their Ⓜ as one higher for the purposes of the Power to Weapons command effect.

Shock And Awe (Level 1 Aggression)

Requires Level 0 Aggression.

When jumping in, ships from this fleet may suffer one damage to change the effects of Jump Shock attacks caused by that jump to D8 and damage 2. This effect cannot be used when jump-hopping.

Close And Personal (Level 2 Aggression)

Requires Level 0 and 1 Aggression, or Level 2 Helmsmanship.

All ships reduce the minimum and maximum ranges for their primary weapon systems by 2".

Advanced Targeting Systems (Level 3 Aggression)

Requires Level 0, 1, and 2 Aggression, or Level 3 Military.

When attacking with auxiliary weapons during its own activation, battlegroups from this fleet may re-roll any misses once, in addition to any re-rolls granted from an Engage order.

Discipline

Well-drilled (Level 0 Discipline)

Must have no other Level 0 advantages.

Battlegroups from this fleet discard one additional damage token (i.e. D3+1) when using the Red Alert order.

Iron Will (Level 1 Discipline)

Requires Level 0 Discipline.

When discarding a CMD token to re-roll using Executive Override, this CEO may re-roll two dice.

Scenario Planning (Level 2 Discipline)

Requires Level 0 and 1 Discipline, or Level 2 Logistics.

When rolling-off, this CEO subtracts 1 from their die roll (to a minimum of 1).

Chain of Command (Level 2 Discipline)

Requires Level 0 and 1 Discipline.

"Research Centre VKS-443 is now under the jurisdiction of Viridis Habitats Inc. Please open the hanger bay doors." A battlegroup approaches two facilities.

After the CEO discards a CMD token to re-roll an attack die or saving throw using Executive Override, place 1 CMD token back on Tactical if the re-roll is a successful hit or save.

Exceptional Officers (Level 2 Discipline)

Requires Level 0 and 1 Discipline.

Battlegroups in this fleet count their Ⓜ as 1 higher for the purposes of spending CMD tokens.

Inspirational Leader (Level 3 Discipline)

Requires Level 0, 1, and 2 Discipline, or Level 3 Endurance.

Once per game, in the End Phase, this CEO may remove one damage token from each friendly battlegroup in play.

Tactical Savant (Level 3 Discipline)

Requires Level 0, 1, and 2 Discipline.

This CEO starts each round with one additional CMD token (i.e. Ⓢ+4).

Endurance

Heavy Frames (Level 0 Endurance)

Must have no other Level 0 advantages.

Increase the Silhouette of all battlegroups in this fleet by 1.

Divert Weapons To Shields (Level 1 Endurance)

Requires Level 0 Endurance.

When a battlegroup in this fleet scores one or more unsaved hits during a passive attack on an enemy battlefleet, it may discard all hits to count its Shields value as one higher during the next attack only. Discarded hits do not cause damage to the target.

Highly Reactive Shield Capacitors (Level 1 Endurance)

Requires Level 0 Endurance.

Battlegroups in this fleet count their Ⓜ as one higher for the purposes of the Power to Shields command.

Improved Point Defences (Level 1 Endurance)

Requires Level 0 Endurance.

Ships in this fleet have a Mother's Wing radius of 2Ⓜ".

Stand Firm (Level 2 Endurance)

Requires Level 0 and 1 Endurance.

When targeting a battlegroup that currently has this battlegroup as its Engage Target, the battlegroup may re-roll misses.

Heavily Shielded Utes (Level 2 Endurance)

Requires Level 0 and 1 Endurance, or Level 2 Logistics.

Utility ship battlegroups in this fleet have +1 Shields value.

Advanced Shield Generators (Level 3 Endurance)

Requires Level 0, 1, and 2 Endurance.

All battlegroups in this fleet with a Shields value of 1 or more gain +1 Shields value.

Helmsmanship

Light Frames (Level 0 Helmsmanship)

Must have no other Level 0 advantages.

Battlegroups in this fleet have -1 Silhouette and +1 Thrust.

Advanced Navigational Computers (Level 1 Helmsmanship)

Requires Level 0 Helmsmanship.

Battlegroups in this fleet count their Ⓜ as zero for the purposes of calculating Jump Range.

Advanced Retro Arrays (Level 1 Helmsmanship)

Requires Level 0 Helmsmanship.

At the end of an enemy battlegroup's movement step, any battlegroup in this fleet may suffer 1 damage to allow every ship in this battlegroup to immediately pivot up to 90 degrees.

Advanced Inertial Dampeners (Level 2 Helmsmanship)

Requires Level 0 and 1 Helmsmanship.

Battlegroups in this fleet may spend a single CMD token from Tactical to gain the effects of both Power to Engines and Power to Inertial Dampeners.

Instinctual Captain (Level 2 Helmsmanship)

Requires Level 0 and 1 Helmsmanship, or Level 2 Aggression.

When moving, battlegroups in this fleet may pivot either before or after moving ahead.

Rapid Targeting Systems (Level 3 Helmsmanship)

Requires Level 0, 1 and 2 Helmsmanship, or Level 3 Military.

When activating a battlegroup in this fleet, its controller may execute the Active Attacks Step before the Movement Step.

Superior Thruster Arrays (Level 3 Helmsmanship)

Requires Level 0, 1, and 2 Helmsmanship.

All battlegroups in this fleet gain +2" Thrust.

Logistics

Industrial Might (Level 0 Logistics)

Must have no other Level 0 advantages.

The fleet's first Light Utility Ship does not count towards this fleet's operational limit. This means that this fleet may have up to Ⓢ utility ships of any kind in play, plus one additional Light Utility Ship.

System Optimisation (Level 1 Logistics)

Requires Level 0 Logistics.

When this CEO reveals a card, they may place a previously spent CMD token back onto Tactical.

Advanced Material Scanners (Level 2 Logistics)

Requires Level 0 and 1 Logistics.

Utility ships in this fleet gain +2" to their scan range.

Asset Insurance (Level 2 Logistics)

Requires Level 0 and 1 Logistics.

If a friendly battlegroup is carrying tokens needed to score a contract, that battlegroup gains +1 to its Shields value for each card currently in hand.

Electromagnetic Pulse Emitters (Level 3 Logistics)

Requires Level 0, 1, and 2 Logistics.

If an enemy ship takes a Scan action while within scan range of one or more utility ships from this fleet, the enemy ship suffers 1 damage immediately.

"Inertial repellers engaged. Deploying mining drones."

Astro-Beacon Net (Level 3 Logistics)

Requires Level 0, 1, and 2 Logistics, or Level 3 Discipline.

The first time each round this CEO spends a CMD token to deploy a jump point, they gain a CMD token in Jump In.

Multi-pass Scanners (Level 4 Logistics)

Requires Level 0, 1, 2, and 3 Logistics.

Once per game, when revealing a contract card, this CEO may reveal two cards and choose which to count as having revealed. The other card goes back to where it was before it was revealed. When revealing two cards from the contract deck, reveal the top two cards.

Military

Improved Ordinance (Level 0 Military)

Must have no other Level 0 advantages.

All D10 and D12 attack dice from ships in this fleet gain +1 damage when they hit.

Longer Range Munitions (Level 1 Military)

Requires Level 0 Military.

Battlegroups in this fleet increase the maximum range of all primary weapon systems by 4".

Remote Target Patterning (Level 1 Military)

Requires Level 0 Military.

Battlegroups in this fleet increase the minimum and maximum range of all weapon systems by 2".

Crossfire (Level 2 Military)

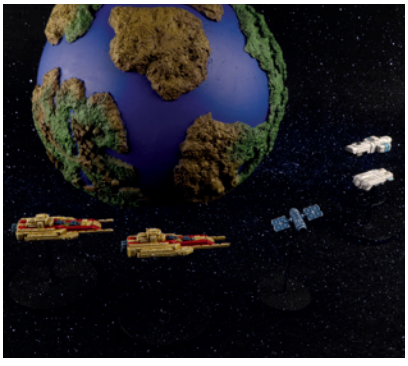
Requires Level 0 and 1 Military.

When a battlegroup from this fleet targets an enemy battlegroup with both its primary and auxiliary weapons, subtract one from all of this battlegroup's attack rolls against that target, to a minimum of one.

Advanced Auto-Pintles (Level 2 Military)

Requires Level 0 and 1 Military, or Level 2 Helmsmanship.

This CEO may discard a CMD token to count one friendly battlegroup's Auxiliary arc of fire as 360-degrees for the rest of the current activation.



Control of the orbital beacons will force the governor to give up the fugitives.

Well-oiled Machine (Level 3 Military)

Requires Level 0, 1, and 2 Military, or Level 3 Discipline.

The range of Combined Order for this fleet is Ⓜ+6" instead of Ⓜ+3".

Advanced Blaster Technology (Level 3 Military)

Requires Level 0, 1, and 2 Military, or Level 3 Aggression.

Increase the maximum range of all auxiliary weapon systems by 1".

Campaigns

A Billion Suns is satisfying as a self-contained game. However, sometimes you might feel that you want to play a series of linked games to establish who is the most shrewd and Machiavellian Chief Executive.

Use the following rules to play a simple escalation campaign of *A Billion Suns*.

Be sure to name your corporation before the start of the campaign, and maybe even design a logo for it!

Winning the Campaign

After an agreed number of campaign games or an agreed time has elapsed, the CEO with the highest Reputation is the winner and is immediately promoted to Vice President of this galactic sector.

As the day-to-day running of planetary system operations are almost exclusively the domain of the System AIs, the role of VP Sector is largely a symbolic one. The perks, though, are superb.

Reputation

Each CEO begins the campaign with a reputation of zero. After each campaign game, CEOs gain reputation:

- The CEO who won the game gains 1 reputation.
- Each CEO whose final credit score was positive gains 1 reputation.
- A CEO may spend 10 capital, once per game, to gain 1 reputation, as they return value to their shareholders.

Campaign Scale

The Campaign Scale starts at 3. The Scale of each Campaign game is equal to the current Campaign Scale. After capital is awarded from a Campaign game, increase the Campaign Scale by 1, to a maximum of 10.

Capital

Capital represents the overall wealth and buying power of the corporation. It is used to unlock ship classes and research new competitive advantages throughout the campaign.

Each CEO starts the campaign with 10 capital, which may be spent immediately on unlocking any number of ship classes prior to the first campaign game.

Each CEO gains capital equal to the current campaign Scale after each campaign game.

Any unspent capital is retained from game to game, allowing CEOs to save up for more costly ship classes, for example.

We recommend you use some of your starting capital to unlock some ship classes prior to the first campaign game.

Research & Development

Unlocking Ship Classes

Each CEO begins each campaign with only the Light Utility Ship class available to them. CEOs must invest capital to unlock other ship classes.

At any time before the set up of the next campaign game a CEO may spend capital equal to the cost of a single ship of a given ship class to unlock that ship class,

for as many ship classes as they like. That ship class becomes available to the CEO for the remainder of the campaign.

For example, it costs 2 capital to unlock the Fighter Wing ship class for the remainder of the campaign.

A CEO may select a single level 0 competitive advantage before the start of the first campaign game.

Researching Competitive Advantages

Once per campaign game, any time before the set up of the next campaign game, a CEO may spend capital equal to the cost of a single available competitive advantage to research it. That competitive advantage becomes active for that CEO for the remainder of the campaign.

Afterthoughts

Designer's Note

A Billion Suns is a game of combined arms working as a strategic whole to achieve objectives with maximum efficiency and minimum resources. It is a game that rewards careful husbandry of ships. It is a game that permits you to deploy as many ships as you want but rewards you for not doing so.

This is not a naval-style game. It is not a game about two fleets lining up and charging at each other across a flat plan of space. *A Billion Suns* delivers a uniquely sci-fi gaming experience in which fragile utility and scout ships have critical jobs to carry out and you must figure out how best to protect them, even as your enemy appears from nowhere all around you.

It is a game with neither pre-selected army lists nor a standard deployment phase; which is often played across multiple tables. It requires you to consider carefully each asset you bring into play, exactly when to bring it in, and how to maximise its impact on the overall mission. *A Billion Suns* does a few things deliberately differently, compared to other spaceship games. You are free to house-rule the game, but I invite you to try the rules as written before you do.

Credits

A Billion Suns is a Planet Smasher game, designed by Mike Hutchinson and developed by Glenn Ford and John Brindley. Check out more great games at: PlanetSmasherGames.com.

Vanessa, thank you for your love and support while I painted little spaceships. Thanks to Glenn Ford, John Brindley, Joe Wood, and Phil Hawtin for struggling through the horrible early iterations of this odd game with me, and Rufus Howard for auditing my newborn universe so enthusiastically. Thanks to all the beta testers in the *A Billion Suns* Facebook group. Thanks to Gav Thorpe (during the inception) and Andy Chambers (during the editing) for lending me their space-faring experience.

All the spaceship models presented in this book were supplied by **Brigade Models** (BrigadeModels.co.uk) and painted by the author. The planets and facilities were supplied by **Combatzone Scenery** (combatzone-scenery.co.uk) and painted by the author. The space kraken was supplied by **Krakon Games** (KrakonGames.com) and painted by the author.

This asteroid belt represents rich pickings, if the competition can be held at bay long enough.

Free Downloads

For a host of free downloads to improve your games, please check out: http://abillionsuns.space/downloads

Quick Reference

Set Up

1 Scale: Agree Scale (Ⓢ) of battle
2 Generate Contracts
2.1 Choose a Contract Set
2.2 Create a Contract Generator deck
2.3 Draw cards to generate 3 contracts
2.3 Set up the Contract Decks
3 Set up the system
3.1 Roll-off to determine the System Administrator
3.2 Determine the number of tables
3.3 Set up tables and objectives
4 Start Round One

Round Structure

1 Command Phase
1.1 Assign Ⓢ+3 CMD tokens to Helm
1.2 Reveal Helms
1.3 Roll-off to determine initiative
2 **Jump Phase**
2.1 CEO with initiative selects first CEO to jump
2.2 Take turns clockwise to perform one:

- spend a CMD token from Jump In to deploy a jump point
- spend a CMD token from Jump In to deploy a battlegroup
- spend a CMD token from Jump In to pass
- or pass, if no CMD token in Jump In

2.3 Once no CEO has CMD tokens in Jump In, the phase ends
3 Tactical Phase
3.1 CEO with initiative selects first CEO to activate
3.2 CEO's alternate activations:
3.2.1 Issue Orders
3.2.2 Movement Step
3.2.3 Passive Attacks Step
3.2.4 Jump Out Step
3.2.5 Active Attacks Step
3.2.6 Scan Step
4 End Phase
4.1 Score contracts if required
4.2 Discard all CMD tokens from Helms
4.3 If two or more contracts are exhausted, the game ends

Combat

Declare targets. Resolve all attacks against each target before going on to the next:
1 Roll To Hit
1.1 Attacker gathers and rolls attack dice, re-rolling if engaged
1.2 Discard attack dice that didn't roll equal or under target's Silhouette
1.3 Discard attack dice that rolled duds, apply critical weapon malfunctions
1.4 Add 1 bonus hit (an extra die to save against) for each critical hit
2 Roll Saving Throws
2.1 Target rolls saving throws
2.2 Each saving throw equal to or under Shields value cancels a hit
3 Apply Damage
3.1 Calculate total damage from unsaved hits
3.2 Assign damage tokens to target battlegroup
3.3 Check for explosions (if D6 equal to or under Ⓜ, the ship explodes)
3.4 Remove destroyed ships

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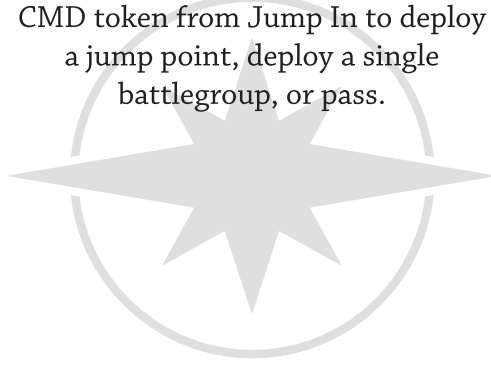
SEIZE INITIATIVE

Before rolling for initiative during the Command Phase, CEOs may spend one of more CMD tokens from Seize Initiative to change the type of dice they roll during the roll-off to determine initiative:

CMD Tokens in Seize Initiative	Roll-Off Dice Type
1	D10
2	D8
3	D6
4+	D3

JUMP IN

During the Jump Step, spend a CMD token from Jump In to deploy a jump point, deploy a single battlegroup, or pass.



TACTICAL

CMD tokens assigned to Tactical may be spent on any Tactical command effect.

Combined Orders: Once, at the start of any activation, spend a single CMD token from Tactical to select up to three unactivated friendly battlegroups wholly within ⓜ+3" of any ship in the active battlegroup to activate them at the same time as the active battlegroup. The combined ⓜ of the ships in all the selected battlegroups must be no more than the combined ⓜ of the ships in the activate battlegroup.

Power To Inertial Dampeners: Once, at the start of a friendly battlegroup's movement step, spend a CMD token from Tactical to permit this battlegroup to shoot its primary weapon systems, even if it performed a High-G Manoeuvre this activation.

Executive Override: At any time during the Tactical Phase, spend a CMD token from Tactical to re-roll a single die of any type.

Power To Engines: Once, at the start of a friendly battlegroup's movement step, spend a CMD token from Tactical to double this battlegroup's Thrust value for the rest of its activation.

Power To Weapon Systems: Before rolling to attack with a friendly battlegroup, spend up to ⓜ CMD tokens from Tactical to subtract one from the result of every attack dice of one type in the attack pool, to a minimum of one, for each CMD token spent, for this attack only. This means that higher dice results can cause critical hits.

Power To Shields: If a friendly battlegroup with a shield value of 1 or more is targeted with an attack, after the attack dice are rolled, spend up to ⓜ CMD tokens from Tactical to add +1 to the battlegroup's Shields value for each CMD token spent, for this attack only.

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Dedication

This book is dedicated to Wing Commander Christopher Hawes (RAF), who adventured everywhere from Thule to Guam, and many other places we had to look up with an atlas. We miss you.

All photography found within this book is from the author's own collection.

Planet Smasher

A Billion Suns is a Planet Smasher game. Check out more great games at: PlanetSmasherGames.com